

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

**50 CODES
MORE THAN
ANY OTHER
MAGAZINE**

ISSUE
78

GAME PLAYERS

THE FUTURE OF ARCADE GAMES

SEE IT NOW!

SOUL EDGE: 3-D Fighting Perfection

ULTIMATE MK3: Four New Characters!

FIGHTING VIPERS: Sega's New 'Virtua'

TIME CRISIS: The Best Shooter Ever?

EXCLUSIVE
16-PAGE
SONY
PREVIEW

Featuring:
WipEout
Destruction Derby
Krazy Ivan
3-D Lemmings
AND LOTS MORE!

**WIN
TONS OF
EARTHWORM
JIM 2
BOOTY!**



DONKEY KONG COUNTRY 2

Does lightning strike twice? Full review pg. 106



imagine
a new way of publishing

\$4.95 U.S. / \$5.95 CANADA
DECEMBER 1995 Vol. 8 No 12



71486-01164

Keep your trig you're gonna

Dig deep. It's going to take a lot of guts to play the **Arcade Classics**. So be brave and always put your trigger finger into a warm place where it won't go cold. But be careful. You never know what you'll find up there.

It's just like charting your way through outer space in **AsteroidsSM** and **Missile CommandSM**. There's debris everywhere. So pick a target and unload. Dig deeper and it gets even nastier. Like in **DefenderSM** and **JoystSM** where the enemy is as hard to kill as a rusty nose.

Fear something slimy? That's nothing compared to all the creepy, poison-langed insects that will be



ADL keyword: NOA www.nintendo.com

Defender, Joyst, and Asteroids are trademarks of Nintendo. Game Boy is a registered trademark of Nintendo. © 1995 Nintendo of America Inc.

ger finger warm,
need it!

crawling down your
throat if you don't
wath your back in

Centipede™ and Millipede™.

Don't pull out yet. There are
millions of Aliens in Galaga™,
Galaxian™ and

Space Invaders™

who would love to
catch you with your
quand down. And they're
waiting with open mouths.

So warm up your finger and be ready to
come out smoking. And if you

find that your finger has
gotten sticky, that's a bonus—
you'll get a better grip on the
trigger and a better chance of
surviving the Arcade Classics.

Now available in 2-in-1 game
packs for Game Boy and
Super Game Boy.



Play it Loud

Nintendo

© 1994 Nintendo. All Rights Reserved. Nintendo Game Boy and Super Game Boy are trademarks of Nintendo. Centipede, Millipede, Galaga, Galaxian, Space Invaders, Defender, and Play it Loud are trademarks of Atari. All other trademarks are the property of their respective owners.

The flying is so realistic,
it'll actually create

a sonic boom.

(In your shorts.)





PlayStation.



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony® PlayStation™ and the wild, blue yonder. You can never in mid-air dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag

SONY



not included.) Your mission, should you choose to accept it, is to battle the madman Kree through six different 3-D worlds before he grabs enough red mercury to destroy the universe. With Swarmer missiles, Plasma cannons and Doomsday bombs, you've got more firepower than a state militia. And you'll need it, because while tanks are shelling you from the ground, bogeys are swarming all over you in the air. Just don't throttle back too fast. Or you'll wish you'd brought along an extra pair of boxers.

"TO SURVIVE IN THE
ZONE YOU BETTER



BE REAL GOOD
OR REAL LUCKY"

A REAL Experience From The REAL 3DO Zone™, Jimmy "Whadda-Bout", CA



GEX™

Free with
purchase of the
Panasonic REAL™
3DO™ System.



Want to know about the zone? I'll tell you about the zone. It's a wild place man. You got needle neck ninjas, assorted alien mutants, and in your face sports. Yeah, it gets real nasty. A couple of rounds of testosterone producing action and your blistered thumbs will be smokin'. And the only

way to get in there?... with a REAL 3DO System. You know, the one from Panasonic. Crazy-cool 3D graphics, slammin' full motion video and CD quality sound that'll have your cannaes pouring out like lava. You best bring a change of undies if you're goin' zoin'. See ya. ■



Panasonic
REAL
3DO INTERACTIVE MULTIPLAYER™

Welcome to GAME PLAYERS



You can't tell it from this picture, but I'm wearing a cape. It's nothing to be embarrassed about — it's at the height of fashion. Bill won't wear one because he's too

stubborn. He's just not fashionable. But capes are cool. And besides, with all the hot action in videogaming this month, I just feel "super" lately.

I mean, just check out our special report on the AMOA coin-op show. With new titles like Namco's *Soul Edge* and Sega's *Fighting Vipers*, your local arcade is getting set to take on the next generation home systems, big time.

As for 16-bit, Super NES finally gets the long-awaited sequel to *Donkey Kong Country* this month, *Diddy's Conquest*. It's even bigger and tougher than the original!

Put all this with expanded previews of awesome games like *Warhawk* and *Twisted Metal*, and you've got one helluva issue in your hands. It's smokin', baby! All it's missing is a free cape.

Oh, I almost forgot — a special tip of the hat goes out to Derrick Johnson in Mt. Airy, NC — stay cool!

Chris

GAME PLAYERS ONLINE!!!

In a move guaranteed to drive Congressmen weeping into the streets and mothers everywhere crazy, **GAME PLAYERS** has gone online! Check out our web site, as well as our individual E-mail addresses below!

THE WEB SITE:
<http://www.gameplayers.com>

OUR E-MAIL ADDRESSES:

CHANE:
Chris_Slate@gm.imagine-nc.com
ELKE:
Bill_Donohue@gm.imagine-nc.com
JEFF:
Jeff_Ludwig@gm.imagine-nc.com
FRANK:
Mike_Salmon@gm.imagine-nc.com
PTTHHC:
Patrick_Bapatista@gm.imagine-nc.com

40

Kill, kill, kill Death from above has never been so much fun! *Warhawk* takes off on page 40.



34

INFOTRAX 20

More good news than you'll find on CNN!

InfoTrax 20

Newsflash...we've run out of funny lines about news!

Hit List 26

We need monkey hunters! DKC is still King of the Jungle!

Arcades 50

Who needs clean clothes? Play a game instead!

PREVIEWS 34

I went to the Fortune Teller...

Japanese Previews 46

More fun than a tsunami...and a lot drier!

READER'S SAY 10

Ok, we admit it... It's time for therapy.

Reader's Network 10

We miss the barbecue and Chris rides the lightning!!

Back Talk 169

Bill breaks both the length and texture records! Wow!!

SUBSCRIBE 98

Hey! Nice wallet! Now, give it to me!!

BACK ISSUES 165

Cheap thrills for the gaming generation!



Diddy's back — and he's got a girlfriend! The banana feast starts on page 106.

EARTHWORM TIM CONTEST 2

All you have to do to win cool E!2 stuff is...eat some worms! It's on page 81!



81

MEET THE TEAM

How much fun can we stand? We put yet another rookie in the box this month!



Chris

I'm getting a little concerned about this. Someone could get hurt! Well, as long as it's the new guy, I guess it's OK.



Jeff

This is killing just... The new guy wouldn't bring me any coffee and whippers every morning, so into the box he goes! Damn, this is bad!



Mike

Chris (Chris) has a sister and he won't even tell me her name or where she lives! He needs a few rounds of KONG to shake up! Ring the bell!



Patrick

I voted against the book thing last year, 'til only because I'm a vegetarian. I guess Roger came out of it OK. Though...Right, Roger? Roger?



Roger

Beard! Big, white beard! How heavy, me... BOO! BOO! BOO! What? Oh, sorry, I just keep having this nightmare about bears for some reason. Bear... BEAR!! EEEYAAAAAHHHHH



Bill

Ever since I found out that Chris (Chris) can't stand heights, I decided to move the box 1000 feet up to the roof. The edge of the 90-foot tall roof. Bombs away!!

Earthworm Jim is back and he's more fun than ever. Dig in on page 58!



58

Jim's now a Blind Cave Salamander!

134

Learn how to race past street KITT in midday with our Wipeout strategy on page 134!



World Series Baseball hits a Grand Slam home run on page 91!



91

GAME REVIEWS 57

Sure, you could read other videogame review magazines, but wouldn't you get tired of being laughed at all the time?

Big Sky Trooper	74
Blackfire	68
Blade Force	78
Earthworm Jim 2	68
Final Fight 3	79
Foreman For Real	82
Jungle Strike	66
Mansion of Hidden Souls	70
Mechwarrior 3050	62
Pitfall:	
The Mayan Adventure	82
seeQuest DSV	66
Separation Anxiety	84
Shaq Fu	66
Sim City	
2000	70
Spin	72
Virtua Racing	67
WildC.A.T.S.	77
Now Playing	100

CHEAT SHEETS 109

Cheaters never prosper. Yeah... right.

Air Combat	158
Battle Arena Toshinden	158
Chrono Trigger	161
Comix Zone	156
Daytona USA	156
Earthworm Jim 2	110
Eternal Champions:	
Challenge for the Dark Side	160
Gex	166
Hagane	155
Judge Dredd	167
Looney Tunes Baseball	157
Mechwarrior 3050	158
Mortal Kombat 3	161
Myst	160
Panzer Dragoon	157
Prehistorik Man	166
Primal Rage	140
Ridge Racer	154
Slam 'N' Jam	157
Starblade	158
Weaponlord	161
Wing Commander III	162
WipeOut	134

SPORTS REVIEWS 91

Our sports reviews kick butt harder than most NFL middle linebackers!

College Football	
National Championship II	93
FIFA '96	95
Madden '96	95
NBA Live '96	92
NFL Full Contact	96
PGA Tour '96	93
World Series Baseball	91

Now PLAYING 100

What this is, uh, is a valuable resource that, uh, enables you to keep, uh, in touch with our great, uh, reviews so you can, uh... Oh hell! Just read it for the free prize, OK?



Chris

Hey, this isn't so bad! It's real mean, I can't see how good, though, it's make a prize-hate. Hey, all I can see is about what's going on here, anyway? Hello?

Yanitor

I knew those damn writers were up to something, leaving their garbage up there, it's too heavy for me. I'll just push it off the roof and pick it up down there.

We got the inside scoop on all the hot, new arcade games at the A.M.O.A. show! The coin-op coolness starts on page 50!!!

Cover Story



50

READERS' NETWORK

Dancing dogs
in tutus, spleenless
morons, girls with hairy
chests, a madwoman, sex
maniacs, and one guy who wants us
to insult him! Hey, wait a minute... this must
be that Reader's Network section! *Be afraid...*

WHAT'S IN A NAME

Thank you all so much!! You don't know how grateful I was to finally receive my subscription! And on top of that, you guys printed some of my letter in issue 76! You opened a world full of bright, swirling colors! (I'm still getting over that part.) But, how I don't know, you did something wrong — YOU SPELLED MY NAME WRONG! I hate to be so forward about it, but everyone either spells or pronounces my name wrong. No disrespect intended, because I love the *GP* staff (and Knuckles) with all my heart.

ALEXANDRA MEWA (NOT Alexandria Media!)
Missouri City, TX

CHRIS: Sorry for the mishap, and thanks for being so understanding, Alexandria.

BILL: We apologize, Ms. Media. Hey, are you related to that guy who invented magnetic media?

2-D OR NOT 2-D

I think you guys should take that letter written in by Mark Christensen in your October issue more seriously. All of your staff likes 3-D brawlers as opposed to other mags. You guys should get reviewers to review their favorite genre. For example, Jeff would review RPGs, Mike would review only puzzle games (just kidding), and 2-D brawler fans would review games like *Killer Instinct*. If you don't like 2-D brawlers and we do, how are we going to know if got the true score it really deserved?

Scott Leonard
Montclair, VA

WITH FANS LIKE THIS...

My brother subscribes to your mag, but every time he gets it, I take it away for a few hours and thoroughly enjoy it. Anyway, I wanted to tell you guys that Chris and Mike are totally sexy. Don't ever threaten them! That gesture of Chris' and Mike's long hair make them the best-looking guys in any magazine, videogame or otherwise. Bill, are you all right? This fascination you have with pinning 'accidents' for your co-workers and readers isn't very healthy, but it sure as hell IS fun. The thought of going away to college and never seeing all the friendly faces at **GAME PLAYERS** has messed up my head. Well, gotta go. My brother's getting ready to play *FFIX*. Chris and Mike, if anyone threatens either of you, contact me — I will unleash the Hounds Of Hell upon them. Keep on being your sexy selves.

Elizabeth Wandland
Louisville, KY

MIKE & CHRIS: Where did you say you were going to college?

BILL: How that I know where you live, you want to be extra careful... accidents DO happen... Heh, heh, heh...

CHRIS: That's a very good point, Scott. But none of us really hate 2-D fighting games. Speaking for myself, I was one of the first to jump on the original *Street Fighter*, then *SFII*, *MK* and the other classic brawlers. I still enjoy them, and I think that my reviews of these games prove that. It's just that when you look at a '2-D' game as part of a larger whole, as part of an entire 'fighting game' genre, it's easy to see that all the action is happening somewhere else. 2-D fighters are still fun, even for an 'armadillo' like me, but even the best ones are still part of a somewhat stale, declining format. Does this mean that gamers are wrong for enjoying titles like *Killer Instinct* and *NK37*? Not at all. I never said they were bad games — I play the hell out of 'em. But still, they're nothing new. I hope I've put your mind at ease — **GAME PLAYERS** is definitely NOT an anti-2-D brawler mag. If anything, we're just pro-innovation. We love to see cool new games that give players new experiences.

Arf! Arf!
FEAR US!!!

(After, this job is back!!)



ALONE IN THE DARK

I read 'Star-Shuck's' letter, and since I'm sitting here alone in my dark house, I thought I'd drop a line. If I were you, I would get to know this 'sexy' side girl, and after awhile I'd go for her. And if she started seeing someone during this time, whip his ass! And now for MY dream girl—Character X. When I read your letter, I knew you were one in a million. I'd love a woman who'd tear out my black heart and use it for target practice. You make me feel all warm and mushy inside. I think we'd make beautiful pick, but beautifully music together.

Sleepless in San Mateo
San Mateo, CA

RÜGER: My, my, aren't you a keeper? Take my advice, you'll do much better with the ladies if you apply a little hair to those palms.

AND THE WINNER IS...

Listen, I love the PlayStation as though it were my mother, but I got a couple questions. First of all, what the hell is all this 'ENDS LIVES' and 'URNOTE' crap in the Sony ads? Also, Super Street Fighter II scored a 96%, just like Toshinden. But SSFII got a huge cover splash saying '96% Highest Score Ever!' Well, Toshinden tied—explain this outrage!

Brent 'PS Maniac' Connell
Lindsay, TX

CHRIS: For those of you who still haven't figured it out, 'ENDS' backwards is 'Sonic' — Sony Lives, get it? 'URNOTE' is 'You are not ready (the 'E' is printed red — as in 'red E', or 'ready'). The only thing these phrases were meant to do is simply this — get people talking about PlayStation. As for our unfair treatment of Toshinden, I guess you never saw our March '95 Toshinden cover with the huge text 'BEST BRAWLER EVER!' written across it.

THE TIME MACHINE

I have recently become a proud owner of a Colocovision system and I couldn't be happier with my purchase. It completely blows away every other system on the market. The graphics, the sound, and even the controllers are superior in every way. I showed it to all of my friends and they were totally amazed. They are probably tossing their 2800's in the trash as we speak. I would like to get the very best games this system has to offer. Could you recommend some, or better yet, possibly review some? I don't see many Colocovision reviews in your magazine for some reason. I heard that their translation of Donkey Kong was going to be nearly arcade-perfect, but I will only believe it if you guys say so. PS: Isn't there a Mr. T game in the works? PPS: I love the Smurfs game for the Colocovision. I have the largest collection of Smurfs. I have 30, but two are the same.

W. Knapik
Parapany, NJ

CHRIS: I don't say this very often, but the Colocovision Donkey Kong is ARCADE PERFECT. And don't even get me started on the Smurfs — watta game! How fast can you reach Gargamel on the hardest level? I'm down to about a minute. As for Mr. T, it's still up in the air. But with the kind of ratings the A-Team gets every week, it's only a matter of time!

DILL: Chris has to go now, it's time for his electroshock therapy...

READER ART



He may not know art, but Bill Donohue knows he likes envelopes with money in 'em!

WINNER

Lars Petersen,
Cape Girardeau, Mo



Jackie still had nightmares about the pencil sharpener incident.

Mike Gagliano,
Montague, MI

He didn't care if Sonic limped forever; he just wanted a drumstick.



Shilah Smith,
Calorado Springs, CO

Since Sonic could only run in circles, the second drumstick was a lot easier to get.



Tess Hulseman,
Red Bluff, CA

The snowman wanted to light the 'decorations', so they let him.



Vaughn Garvin,
San Diego, CA



Just foolin'! Sonic's OK and wishes you all a Merry Christmas and a Happy New Year!

UNLUCKY IN LOVE

I'm responding to "Star-Struck In Salinas" in your October issue's "Love Connection," with some advice: Do something! Do anything! Tell her you like her or give her a note or write her a letter! I used to be in your shoes. I shared nearly all my classes for two years with this really cute girl. She was sweet, had shoulder-length black hair (CHRIS: Mmm, black hair...), and gorgeous brown eyes (MIKE: Ahhh, brown eyes...). She wasn't seeing anyone, either. But I, like you, am extremely shy. I never told her how I felt for two years, and now my family and I have moved across the country and I'll probably never see her again and die a lonely old fart (BILL: Mmm, fart...). So, "Star-Struck," do something. Do something now, before it's too late!

Woof! In Watertown
Watertown, NY

Bill: One thing you all should know: every time Chris puts words in my mouth in this column, he dies a thousand deaths! Isn't that right, Chris?
Chris: No, please... Not the "Wheel o' Death" again... anything but that... EEEYAAAHNN!

WE MISSED THE BOAT

Hello again. This is Ashley. You guys never came to the barbeque. My pet poodle likes to dress up in a tutu and dance when she reads your magazine, then I have to hose her down.

Ashley
Apple Creek, OH

Bill: Hello. This is Bill. Sorry about the barbeque. We overslept. We don't wear tutus or dance. We have to be hosed down on occasion, though.

The
7th Seal is
broken... Cha,
cha, cha!



A QUESTION OF BALANCE

I have noticed lately that you have not been reviewing many Nintendo games. Are Sega and Sony telling you the more games the better? I'm not saying that games like *Toshinden* by Sony and *Daytona USA* by Sega are bad games, I just think that some Nintendo games are much better. I would like you to balance the number of games that you review. I am a loyal reader and would like to remain one to this great gaming magazine.

Keith Egan,
Raleigh, NC

Chris: Believe me Keith, if more Super NES games were being made, we'd be covering them. It seems that all the developers dropped 16-bit a lot faster than anyone had anticipated, switching the industry to 32-bit almost overnight. There are still some good, even great games being made for 16-bit (Nintendo especially has a great lineup this holiday season), but the titles are still few and far-between. If you haven't already, I'd be looking hard at picking up one of the new systems real soon.



BABES IN THE WOODS

I am a 19-year-old female and I love to play videogames, but a lot of Super NES games are sexist. For example, *Side Pocket* is a cool game, but the players are both males. The only female is just a sex symbol that hangs around on the introduction. If you have any influence with game companies, help fix this situation.

Adria Harvey
Prescott, AZ

Chris: You're right. Maybe the chick from *Side Pocket* could make herself more useful by fetching the guys a drink or something (JUST KIDDING!! BAD Joke!!!) Anyway, you don't know the half of it. You should see some of the Japanese games that never make it over here (such as the million-or-so "strip male janggi" titles). Hang in there, though. Many game companies are starting to wake up and realize just how many girl gamers there are out there.

WELL, HE ASKED FOR IT...

In your October issue you got a letter from someone asking you not to insult people with opinions different from yours. Well, I've got no opinions. I'm stupid. I'm one of your many GIP slaves. Do me a favor — insult me! Print this letter in your magazine and have the *GAME PLAYERS* crew take turns insulting the hell out of me!

Brad Johnson
San Jacinto, CA

Chris: C'mon, man — things can't be that bad. You are a GOOD PERSON. You DESERVE

to be happy.

Patrick: And your letter was very well done — you could be a writer!

Jeff: And you're living in sunny California — kudos to you, man!

Mike: You've gotta admire this guy's gusto. He knows what he wants, and he's not afraid to go out and get it!

Bill: And he's really a nice... nice... ni... NI!!! I CAN'T DO THIS! YOU'RE A LOW-GRADE MORON, BRAD! YOUR MOTHER DRESSES YOU FUNNY! Whew, I needed that.

SONY PLAYSTATION™

VIRTUAL BOY™

IT'S YOUR CHOICE TO GO ROUND AND ROUND TRYING TO CHOOSE A GAME SYSTEM, JUMP OFF HERE.



BEFORE YOU BUY A NEW GAME SYSTEM, TAKE IT FOR A SPIN AT BLOCKBUSTER VIDEO. WHERE YOU CAN RENT ALL THE HOTTEST GAMES AND ALL THE LATEST SYSTEMS.

SAVE \$5.00

RENT A GAME SYSTEM AND 2 GAMES FOR 3 EVENINGS FOR \$9.99

Offer applies to Sega Saturn™/and Sony PlayStation™ systems only. Offer good only with coupon. Limit one coupon per customer per visit. Not valid with any other offers. All taxes are the responsibility of the renter. Membership rules apply. Valid only at participating Blockbuster Video stores. Offer expires December 31, 1995.



THE SOURCE BEHIND THE FORCE.



Blockbuster Video name and design are registered trademarks of Blockbuster Entertainment Inc., Ft. Lauderdale, FL 33301. ©1992, 1995 Blockbuster Entertainment Inc.

SEGA SATURN™

CRITICOM™



Hollywood Animation Standards

Killer CD Sounds

Exotic Cast Of Characters

Fighting To Live For

Gameplay To Die For

Everything else is for mere mortals.

US TO KAI
DIGITAL ENTERTAINMENT INC.



PlayStation

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. This software is compatible with PlayStation game consoles with the NEC R4X designator. CRITICOM™ ALL RIGHTS RESERVED. Best layout and characters are trademarks of us! © 1995 Atomic Digital Entertainment, Inc. All rights reserved. Distributed by VIC TOKAI INC.



VIC TOKAI INC.

22991 Indus Ave., Torrance, CA 90501
Tel (310) 326-8866 Fax (310) 326-8300

NYR

NYR logo

DECISIONS, DECISIONS

After saving for what seems like the beginning of the damn universe, I've finally got enough money to buy the game system of my choice. Now, I've already got a Super NES, and as much as I love it, with all those next-gen game systems out now, I think it's time to get something new. I know I don't want the Jaguar! The Sony PlayStation looks good, but I'd like the opinion of some experts: So guys, which is the coolest of the new systems?

Hannah Factor
(unknown city), CA

CHRIS: Well, each system has its own strengths and weaknesses, and they all have great games, so no one system is totally superior to the others... How many times have you read that in those "other" game magazines? Doesn't really tell you much, does it? Well, next month your good ol' pals at **GAME PLAYERS** are going out on a limb with a direct, no-holds-barred comparison of every videogame system out there. We're gonna tell it to you straight, without putting any punches. Sorry to make you wait a month, but we're making sure that this is the most accurate, comprehensive, and fair comparison ever done. It'll be in our special 13th issue — don't dare miss it! (Was that a shameless plug, or what?)

SEX, LIES AND...

This sucks. I see your picture in the magazine, but I can't ever hear you talking or anything. How do I know you're even reviewing those damn games? For all I know you could just be putting your pictures in while other people do the work. So prove to me that you're actually reviewing these games by sending me a video tape of you guys talking.

Mark Pollow
Huntingdon, TN

ENSLAVED INTERN: Call the police...

A SPECIAL KIND OF PAIN

You can call me "Spineless." I lost my spine for a 32X, but it wasn't worth it. I mean, a week in the hospital for THIS? DO YOU KNOW WHAT A CATHETER FEELS LIKE?? Well, I do.

Daniel Luther
Seymour, IN

BILL: That's nothing. Just wait until they take it out... It's gonna hurt, we're gonna laugh.

BUTT KICKIN' TIME!

I am really pissed-off. Not at you, but at two girls whose letters you published last month. I'm referring to the letters written by Psycho Bear and Mad Women. Listen, the *Street Fighter* animated movie is Anime (Japanese Animation), and you have to expect to see nudity. Anime is a growing interest in America. There are even games based on Anime, such as *Albino 1/2*. That series has scenes like the Chun-Li shower. If I ever hear about anyone complaining about good Anime, I'll find you and beat you over the head. C'mon guys, don't let the girls say things like that about these butt-kicking movies. IT'S WAR.

Master of Anime
Franklin Square, NY

CHRIS: 'Years later, it was still just him and Chun-Li's breasts on Saturday night...'



PLUMBER'S HELPER

My game is called *The Plunger*. You play a fat bald man with his pants halfway down, who walks the streets with a plunger and asks people questions. If the person answers wrong, you plunge their face until it turns inside-out.

Cole Moses,
Tulsa, OK

BILL: Sometimes, an idea comes along that is brilliant in its simplicity. You would have won this month, Cole, except you forgot the part where the bald, fat guy screams "Take the Plunger!" By the way, did you realize that you don't need a gaming system to enjoy all the thrills this game can offer?

WHAT MADE YOU THINK IT WAS A GAME?

I have a game idea where you choose to be any one of the people at **GAME PLAYERS**. You receive a bunch of letters from a bunch of stupid people and you get to go to their house and assassinate them. Then you get to... Uh, wait. Hold on a second. There's someone at the door...

Jesse 'I'm a deadman' Sexton,
Idaho City, ID

BILL: Hello, sir. My issue is Bill and I'm selling magazine subscriptions to get money for college. Here's a magazine you might... HA, HA, HA! DIE! DIE! DIE! Hey, this game is really fun! HA! TAKE THAT... AND THAT... AND THAT... Who wants to be next? Come on, you guys, who wants to play?

GREEN ACRES IS THE PLACE TO BE...

Howdy. My game is called *Farming*. You race against another farmer to harvest your crop first. In this game, you start out by seeding, then you summer fallow, then you swath your crop. Finally, you harvest it with a combine. The first person to fill up the grain elevator wins.

Virgil Thomson,
Alaska, Canada

BILL: Howdy, neighbor. Kick yer shoes off and sit a while. Golly, Virgil, you Canucks sure do live in the fast lane. I'd play this swell game, but I'm afraid the excitement would plumb give me a case of the dithers. Gotta go now, we're gonna watch the paint dry down to the feed store. Y'all come on back now, you hear?

WINNER I'M GRATEFUL HE'S [BRAIN] DEAD!

My game is *The Adventurys of Sprout and Squashy*. In this game, you have to stop the Squawking Bird. Hobi. But there are other adventures, like taking their plastic boat down a creek full of hungry trout that try to eat them. And they both know little TV Joe guns to shoot their enemies. If you win, Hobi never squawks again. If you lose, Sprout changes into a finger puppet and Squashy turns into a pencil topper.

Randy Redwell,
Fernwood, ID

BILL: Tell me, Randy, did your parents wear a lot of tie-dye clothing? Was the *Gratchel Dead* on the old *Vicrols* all the time? You didn't happen to eat any really old, moldy pizza, did you? Just thought I'd ask. Well, farm out and gravy. Peace on ya!

HEY! YOU, TOO, CAN WIN A MYSTERY PRIZE!

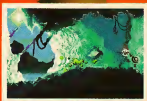
Just send in your Game Ideas to the address printed on the last *Network* page... Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Randy Redwell, of Fernwood, ID, but only because he needs something in his life, now that Jerry's gone. Write in today!!

"IT'S AWESOME!"

IF YOU THOUGHT 16-BIT WAS DEAD, THINK AGAIN."

- GAMEPRO MAGAZINE

VECTORMAN™



1-800-200-SEGA



U.S. 1-800-200-SEGA (U.S. only)

©1995 Sega. All rights reserved. Sega and the Sega logo are trademarks of Sega. GamePro is a registered trademark of GamePro Inc. All other trademarks are the property of their respective owners.

PAY HOMAGE TO VECTORMAN
AT [HTTP://WWW.VECTORMAN.COM](http://www.vectorman.com) OR VISIT
SEGA'S WEB SITE AT [HTTP://WWW.SEGA.COM](http://www.sega.com)
OR ON COMPUERVE AT GO SEGA.



SEGA

©1995 Sega. All rights reserved. Sega and the Sega logo are trademarks of Sega. GamePro is a registered trademark of GamePro Inc. All other trademarks are the property of their respective owners.

PLAY TO WIN \$25,000



Selected Vectorman game cartridges have a chance to win, suit right in! If you finish one of the winning cartridges, a final screen saying "You Win!" will give you a secret phone number and address. Winners have a chance to win over \$160,000 in prizes — a \$25,000 Grand Prize, one of ten \$10,000 1st prizes, or one of ninety Sega Saturn! To claim prizes, you must first call the secret number, then mail in your Vectorman cartridge, proof of purchase, and a 3x5 card with your name, address, age and phone number to be received within 10 working days of calling. Prizes will be awarded based on the order in which valid cards are received.



No purchase required. You can stop participating by sending in a 3x5 card with your latest printed name, address, age and phone number to "Sega Play-to-Win Contest," PO Box 7021, Melville, NY 11776-7021. Entries must be postmarked by 6/30/96 and received by 7/31/96. Void where prohibited. 1st prize consists of individual odds of winning: \$25,000 Grand Prize (1/150,000), \$10,000 1st Prize (1/15,000), Sega Saturn (1/15,000). All prize claims are subject to verification. Prize claims will be \$10,000. Prizes won by minors will be awarded to primary parent or legal guardian. Sega will reimburse verified winners for postage bills made to the secret phone number. Sweepstakes is subject to the complete official rules. For a copy of the rules send a self-addressed stamped envelope postmarked by 5/31/96 to "Sega Play-to-Win Rules," PO Box 7021, Melville, NY 11776-7021. Washington and Vermont residents send return postage. Game odds 7/31/96.



LIVING IN THE PAST

I have one simple question for you: why isn't Sega bringing back new versions of its older arcade classics? A couple of games like Afterburner and Outrun would be perfect choices. Afterburner could be made similar to Ace Combat by Namco, and Outrun could be like Nintendo's Cruis'n USA, but would kick Cruis'n's ass in gaming graphics.

Jennifer "Silver" Baker
Miss. Ont., Canada

JEFF: Hey, if you want Sega's latest racing or flight games, pick up Sega Rally or Wing Arms. The game's the thing 'Stinker,' not the name — although in your case...

SHE'S OUT TO LUNCH

I AM THE RPG MADWOMAN!!! I have been ripped-off by Square Soft (heh), I won Final Fantasy II (heh, heh), and the wonderful ending crashed! Since that (heh, heh) fateful day, I have become twisted and insane (heh, heh)! Those fools at Square (heh) will PAY! I WILL HAVE MY REVENGE!!! HA, HA, HAAAA!

Ana Leister
Albus, OK

JEFF: Look, if you kill the guys at Square, who's gonna make FFV? Settle for a good facial routine: painful, and it keeps 'em indoors, working.

OOOOH, A BIG WORD!

Nintendo should seriously consider a CD-ROM drive for the Ultra 64. Don't be so willing to sacrifice huge amounts of storage space for faster access time. Instead, develop new methods of improving CD-ROMs! This would make the U64 the usurper in its quest to take the videogame world by storm.

Kevin Glass
Saginaw, MI

BILL: You've been reading too many Conan novels, Kevin. Nobody 'usurps' anymore; it's not cool.

GRASS ON THE PLAYGROUND?

A lot of people don't realize how much fun a dictionary can be. As an example, I'd like to share this little fact about the orchid I found in my Webster's New World today. The orchid is a flower with three petals, one of which is lip-shaped. The flower was named by the Greeks for what they thought its roots most closely resembled — the 'orchis,' which is their word for testicles. No kidding! Perhaps when Black Orchid of Killer Instinct does her flashing finisher, her opponents can't stand the sight of the manly hair on her chest.

Colin Wahlert
Rutherford, NJ

CHRIS: You're right Colin, learning CAN be fun! Quick, everyone — TO THE LIBRARY!

CONNECTIONS

I'm a 35-year-old female who'd like to correspond with a NES and SFCs. I'm going to buy a Genesis. I'm a 40-year-old male.

Karen Olson
515 S. Atlantic Blvd. #703
P.O. Box 1000, FL 33316

I'm a 13-year-old boy. I have a Genesis. Game Gear and a Dreamcast.

Samuel Chase
1125 Legends Dr. S.W.
P.O. Box 1000, FL 33316

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

John White
1210 Weaver Ave.
Chicago, IL 60615

I'm a 13-year-old boy who'd like to talk with anyone with a NES or SFCs.

Sam Olson
300 S. Monticello
Dallas, TX 75206

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Baker
100 S. Willow Rd.
Whisper, IL 60187

I'm a 13-year-old boy who'd like to talk with anyone with a NES or SFCs.

Tyler Galt
1277 Jefferson Ave.
Bryn Mawr, PA 19010

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Tom Nguyen
15 Hibernia Dr. #913
North York, Ont. M2N 6K6

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Anthony Stephens
10 John Dr.
Scotts, NC 27090

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

I'm a 16-year-old male who'd like to talk with anyone with a NES or SFCs.

Kevin Glass
5219 Alameda St.
Sacramento, CA 95842

GET OFF YOUR @\$!

Write to **Game Players** at the following address:
For game ideas, write to:

Game Players
Game Players, 1850 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

To get into the Connections section, write to:

Connections
Game Players, 1850 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

For general Network letters, write to:

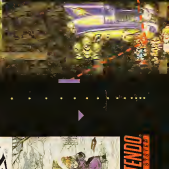
Readers' Network
Game Players, 1850 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

Or check out our web site at:
<http://www.gameplayers.com>

YOU'VE GOT IT ON YOUR HANDS. YOU
DON'T HAVE ENOUGH OF IT. YOU'VE GOT
IT ON YOUR SIDE. YOU'RE PRESSED FOR
IT. YOU SPEND IT. YOU WASTE IT. IT'S
IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S
RUNNING OUT. IT'S DRAWING NEAR.
CHRONO TRIGGER™. IT'S ABOUT TIME.



Chrono Trigger. From the creators of the acclaimed Final Fantasy series. Character designs by Akira Toriyama. 32 Megs, 10 endings, 70 plus hours of game play, Sept. '95.
© Square Co., Inc. All Rights Reserved. Chrono Trigger™ is a trademark, and Final Fantasy® and Square® are registered trademarks of Square Co., Inc. Character: ©1995 Square Co., Ltd. ©1995 and Square/Chrono: Nintendo. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America, Inc. ©1995 Nintendo of America. All rights reserved.



CHRONO
TRIGGER

MADE BY
SQUARE SOFT



INFO TRAK



If a dog bites some guy, that isn't news, because that kind of thing happens every day. But if some guy went around biting dogs, that would be a different story altogether! You can bet that if we heard about that kind of thing, we'd print it here — 'cuz it would be news!

Sega heads out to Surf City with its new on-line peripheral.



Saturn Goes Surfing!

Sega of Japan announces an on-line peripheral for the Saturn

Sega of Japan announced its plans this month for a new on-line peripheral for the Saturn. The add-on technology will include a modem and on-line software which will allow the user to interact on the internet as well as playing networked Saturn games with other on-line users. There are also plans for special Sega on-line shopping sites and organized gaming competitions. The aim of the product is to bring the internet into the home on a easy to use platform.

Selling for about \$160 dollars in Japan the peripheral is scheduled for release in the Spring. Plans to bring the technology to the US are being made, but the exact release date and price have yet to be announced.

Sega Goes Grunge!

Sega announces plan for Interactive Entertainment Center in downtown Seattle

Following in the footsteps of Sega of Japan, where the video game giant already has a significant presence in the theme park industry with over 1,000 amusement centers, Sega of America has announced its first amusement center in the heart of downtown Seattle, Washington. With plans to open the 27,000 square foot center by July of '96, Sega hopes to have 150 Interactive Entertainment Centers (IEC) by the year 2,000.

The IEC in Seattle will occupy space in The Meridian, a retail center which is already occupied by a 16-screen Cineplex Odeon theatre, Planet Hollywood and Niketown making it one of the premiere entertainment centers in the US. The center itself will feature the latest in interactive entertainment including virtual reality attractions, motion simulations and other special interactive rides. There will also, of course, be the latest in state-of-the-art interactive games.

Currently in Japan there are two separate models for amusement centers. One is the IEC, which will be anywhere from 10,000 to 40,000 square feet and the Amusement Theme Parks, which are considerably larger. Stay tuned for more info as this story develops.

First the Space Needle, then Nirvana, and now, Sega!



32X Price Drop

With 32X dropping its price to \$99, it may be do or die for the Sega peripheral

With plans already in existence for the more powerful Sega Saturn, many questioned Sega's intentions for the 32X (an add-on peripheral for the Genesis) from the very start. Then, with its less than impressive early titles it was widely accepted that the 32X was not the machine of choice. In an effort to battle such perceptions Sega has dropped the price of the 32X from \$149 to \$99.

Along with the price drop, Sega has recently released impressive versions of Virtus Fighter and Blackthorn for the system, bringing it much closer to the machine it was supposed to be from the beginning. There were also plans for Sega to release an all-in-one 32X/Genesis unit called the Neptune, but official release is on hold until the 32X market is more established.



Coming Attractions

Will your new 32-bit gaming machine be your next movie player?

Years ago, when CDs first came onto the audio scene, many claimed they would never catch-on. The price was outrageous, the size was too small to support album art standards, and perhaps most of all they represented an unknown technology. They were wrong. Now, when a new high density CD format threatens to overhaul the home video industry, people are paying attention.

The technology for a high density disc or Digital Video Disc (DVD) has existed for some time now in two separate formats. One format from Philips (the inventor of the CD) is called the Multimedia CD and another from Sony is called Super Density (SD), but the industry, wiser from the VHS/Beta wars, has been reluctant to release more than one format into the market. The debate over format ended in September with Sony's Super Density format winning out.

So what does all this mean for the gamer? There are already speculations that Sony's PlayStation will require only an inexpensive (somewhere in the \$150-\$200 range) peripheral to play the new discs transforming the gaming machine into a true multi-media console with the ability to play high-quality, full length movies. As for the Sega Saturn, sources within Sega say that the hardware was built to be upgradeable and will be able to take advantage of such new advancements with add-on peripherals.

Sony Sells Out!

We're not foolin'. Lines form around the block as PlayStation demand far outstrips the supply

The Sony PlayStation went on sale

September 9th, with 100,000 units shipping to over 15,000 retail outlets nationwide. In a leading frenzy almost unparalleled in the video game industry, Sony's 32-bit wonder achieved 90 percent sell-through in all of two days, with many stores selling out completely before the weekend was even over.

Software sales were also pretty brisk, to say the least. *Battle Arena* by Toshiba went completely out of stock by the end of the week, in spite of the fact that the extra controllers necessary for a two-player game were unavailable until at least a week after the title went on sale. Acclaim reports that *NBA Jam* and *Street Fighter: The Movie* also sold out, with an additional shipment hitting store shelves by the beginning of October.



Virtual Boy in the Red?

Is Virtual Boy a boom or a bust? What's going on?

The initial sales of Nintendo's Virtual Boy seem encouraging, but also somewhat confusing. A recent Nintendo press release stated that 100,000 units had been shipped to retailers, but oddly skirted around saying exactly how many had actually been bought by consumers. This is unusual for Nintendo, who, for example, in another announcement the same week proudly stated that over one million copies of Yoshi's Island had been sold in Japan.

Their only indication of how well Virtual Boy was selling was the cryptic statement it had, "sold out at many retail locations." However, since many locations stock as few as one or two units, this is hardly a fair measure of sales strength. A representative of Electronics Boutique would only say it was doing, "surprisingly well."

What is known is that when Nintendo's Virtual Boy went on sale in Japan last July, initial sales were not impressive, followed

by a surprising rate of return (some sources claim that as many as half the Virtual Boys sold in Japan were taken back). The price of Virtual Boys in Japan has been cut dramatically after only three months, with one mail-order company dropping the price from 14,980 yen (about \$160) in July to only 9980 yen (about \$105) in October, and some going even lower.

So what's going on Stateside? The lack of hard figures is strange from a company who's never been afraid to brag, especially on the heels of a less than stellar launch in Japan. We'll keep you posted as the holidays pass us by.





KI Rocks

Killer Instinct setting records across the US

Killer Instinct is breaking even the sales records set by Nintendo's own *Donkey Kong Country*. Over 150,000 carts were sold on August 30th alone, the first day the game hit the shelves, which is more than double the rate at which *GNC* flew off the shelves last year. At this point, Nintendo is confident of selling as many as two million copies by the end of the Christmas season.

'Game players are showing their strong support for excellent games for their existing 16-bit game systems, rather than jumping prematurely into new, \$300-plus home machines,' said Nintendo VP Peter Main, a comment which may have been premature itself, since little more than a week later the Sony PlayStation broke sales records of its own (see lead story).

It may also be interesting to see how Nintendo's *KI* sales campaign, based around the slogan, 'So who needs a new system?' comes back to haunt them when Ultra 64 begins shipping in the spring. Hmmmm...



XBand Nationwide

The XBand video game network breaks out all over

XBand, a modem network which allows gamers to play against each other over the phone lines, has left its five-city test market and is offering service to anyone, anywhere in the US. The XBand modem is available for Super NES and Genesis for \$19.95 at most major software stores and Toys 'R' Us. Gamers can then sign up for one of two plans, \$9.95 a month for unlimited connects, or \$4.95 a month for 50 connects. Through a special arrangement with MCI, XBand subscribers can play anyone, anywhere in the country for less than 7 cents a minute. As an added bonus, subscribers also gain access to a host of games-related on-line bulletin boards, and e-mail to anyone on the internet. Not a bad deal. The network also sponsors regular competitions, 'guest' competitions with Capcom game counterparts, and dozens of other contests.

XBand Compatible Games

Genesis

Mortal Kombat
Mortal Kombat II
Super Street Fighter II
NBA Jam
NBA Live '95
Madden '95
NFL '95
Primal Rage
WeaponLord
RIFA Soccer

Super NES

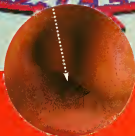
Mortal Kombat II
Super Street Fighter II
NBA Jam TE
Madden '95
NFL '95
Killer Instinct
Ken Griffey Jr. Baseball
WeaponLord

GAME PLAYERS would like to take this occasion to apologize to the Williams Entertainment for mistakenly crediting the publishing of *Mortal Kombat 3* to Acclaim. *Mortal Kombat 3* was published by Williams Entertainment.

Sony Freaks Out

Will PlayStation work with your TV?

All was not 100% rosy with the PlayStation roll out, as a few consumers apparently had problems getting the units to work. Reports ranged from vertical rolling on the TV screen to the PlayStation itself locking up when playing video sequences. While the actual number of complaints was small (and we here at **GAME PLAYERS** haven't had any trouble), it generated a lot of hate mail among internet user-groups all.games.video.sony-playstation and roc.games.video.sony, causing Sony itself to respond. The problem, they claim, can be traced to RF incompatibilities between the 32-bit hardware and some older models of television sets, a problem which occasionally occurs among other high-end video products like laserdisc players and VCRs. Sony Computer Entertainment's Japanese R&D division is looking into the problem, but nothing further was available at press time.

ROBITAILLE

PREMIUM
 TRY TO GET UP PLAYS
 WITH A BALL, YOUR
 PASS.
 DON'T DO THE FOCK!

**ONLY IN
ARCADES**

PURITAN® is a registered trademark of Puritan Medical Inc., a subsidiary of Puritan LLC. All other trademarks are the property of their respective owners. PURITAN is a trademark of the National Kidney Foundation. © 2016 Puritan LLC. All rights reserved.

GAME GOSSIP



Ready for the latest gossip from our gurus of gaming gab? Well then, check out the latest info on the Sony PlayStation and other gaming goodies in... **GAME PLAYERS** Game Gossip! (Whew!)

Sony's Plan For World Domination

Can you imagine watching *Water World* or *Jurassic Park* on your Sony PlayStation and then, after the movie is over, playing a level from the upcoming game? It could happen sooner than you think if Sony's plans for the PlayStation are played out. With Sony and Toshiba finally

agreeing on a **Digital Video Disc (DVD)** standard, you could be watching movies on your Sony PlayStation within two years. Just take a look at the back of the machine and you'll discover a door that hides a possible DVD connection. Sources inside Sony say the machine has a **DVD card in the**

works that could be available as soon as Christmas of '96. The card is rumored to retail for around \$150.



Virtual Boy In The Red?

You've heard the saying, "in the wrong place at the wrong time?" With the Virtual Boy occupying the same shelf space as those "next generation" systems, it's hard for consumers to justify \$179 for a one-color portable. Nintendo is currently re-thinking their holiday marketing campaign. Expect **Virtual Boy to drop drastically in price** before the holidays (possibly as low as \$139 or \$129). • In other VB news, **Hudson Soft has moved to Seattle** to become a developer for the VB and Nintendo. Hudson Soft's VS title **Panic Bomber** has already been picked up by Nintendo. **Super Bomberman 3** is likely to be picked up by Nintendo — the product has already shipped in Japan.

The Mario RPG And Other Nintendo Stuff

The long-awaited **Mario RPG** that was rumored to release in the states this February will apparently be delayed and may not even come out at all. The 32-meg game features a special S-RAM chip, in addition to rendered characters like those in **DKC**. • Expect **Ultra 64 Mario Kart** to ship around the machine's launch, along with **Final Fantasy VII** from Square. • **How long will Nintendo support the Super NES?** Well, if the 8-bit NES (which just stopped production around a year ago) is any indication, Super NES fans needn't worry. However, sources inside Nintendo have warned us not to expect too many titles from now on. Bottom line: after the '96 holiday season, you'll still have good Super NES games to look forward to, but only once or twice a year. • Various rumors would

have you believe that the **Ultra 64** will be out anywhere between this Christmas to Christmas '96. One rumor on the internet stated that the U64 had been scrapped entirely for a cheaper 32-bit machine! Nintendo reps have stated that **100 brand-new Ultra 64s** will be given away as prizes at the Shoshinkai videogame trade-show to be held in Japan this November. And if Japanese gamers will be getting it as early as that, then...



Bits and Bytes

Possibly antcipating slow times until the launch of Ultra 64, Nintendo has laid off a number of people in the UK and in Rodmond. Also, Capcom has reportedly laid off as many as 200 folks in Japan. • Having **problems beating NBA Jam** on the PlayStation? It seems that in the haste to get the product out on time, Acclaim goofed and reversed the difficulty levels, so easy is actually hard and vice-versa. • **Microsoft** is currently hand-picking programmers, artists and designers for their **new games division**. • Rumor has it that the **Windows '95 PC game Fury3** will make its way to the Saturn and PlayStation shortly. • **SNK** may be calling it quits.

With aging arcade technology and the **US Neo Geo CD most likely canceled**, there ain't much hope... • The Model 3 board

which is currently in development at Sega (for initial use in VF3) will add fog and smoke effects in addition to a bagful of other tricks to the arcade system. • **Martin/Marletta**, the company responsible for the Real 3-D engine used in *Daytona* and other arcade



titles, are currently working on a **sequel to Sega's Desert Tank**. • Sega's AM2 department in Japan is simultaneously developing **Fighting Vipers** for both the arcade and Saturn. • Look for **Toshinden 2** to be distributed by Capcom in the arcades. • Finally, in addition to **Mr. Do**, Namco has an **Arcade Classic Pack** for PlayStation on the way in Japan. The collection will include *Mappy Land*, *Galaga*, *Galaxian* and *Pac-Man*. But don't count on it coming to the states — Sony supposedly has a rule that all games must have endings or ultimately end, and we all know that *Pac-Man* has no ending... See you in thirty days!



AMERICA'S LARGEST KILLER OF TIME™

ZOOP - YOU MAY ALREADY BE ADDICTED



No one is immune



Resting



Output of the Heart
(gallons of blood per minute)
when man is:



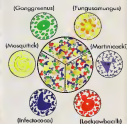
Walking



Playing Zoop



($zoop \times 10^{10}$)



A healthy Iris



The same Iris
after Zoop

The stages of Zoop
(what to look for)



Level 1



Level 4

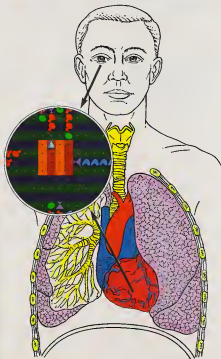


Level 9



Level 7

(this pattern continues on, and sadly
always leads to one's demise)



It looks like a harmless video game until it enters the bloodstream and mixes with your DNA. In order to eradicate this affliction we must learn its moves, understand its thinking and anticipate its next move. Only then can we begin to battle and conquer this killer.

Known carriers
of Zoop



Genesis™



Super NES™



Game Boy™



Game Gear™



Macintosh™



PC



PlayStation™



Saturn™

How Zoop affects
the brain



It slowly
eats at the
Cerebellum
restricting
movement,
coordination,
balance

It attacks
the frontal
lobes of the
Cerebrum
impairing
judgment,
higher learning,
reason

It mutates the Medulla
causing irregular
digestion, respiration,
heartbeat



HIT LISTS

Now you can send in the title of your favorite game to the **GAME PLAYERS** website!

The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like this month's winner. He is **Joey Raffetto, of Salisbury, MD!** His Mystery Prize is on the way! Yours could be, too. Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!

- | | | | | |
|----------|---|---|-----------|---|
| 1 |  | Donkey Kong Country
Super NES
Nintendo | 2 |  |
| 3 |  | NBA Jam TE II
Super NES
Acclaim | 4 |  |
| 5 |  | Earthworm Jim
Genesis
Haymako | 6 |  |
| 7 |  | Mortal Kombat 3
Arcade
Midway | 8 |  |
| 9 |  | Toshinden
PlayStation
Sony CE | 10 |  |
| |  | Chrono Trigger
Super NES
Square Soft | | |

OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

- | GAME | SYSTEM | PUBLISHER |
|--------------------------------|-------------|------------------|
| 1 Twisted Metal | PlayStation | Sony Interactive |
| 2 World Series Baseball | Saturn | Sega |
| 3 Zero Divide | PlayStation | Zoom |
| 4 Toshinden | PlayStation | Sony CE |
| 5 Wing Arms | Saturn | Sega |
| 6 WipEout | PlayStation | Sony Interactive |
| 7 Warhawk | PlayStation | Sony Interactive |
| 8 Virtua Fighter Remix | Saturn | Sega |
| 9 NFL Gameday | PlayStation | Sony Interactive |
| 10 Super Bomberman 2 | Super NES | Hudson Soft |

TOP TEN FROM THE U.K.

- | GAME | SYSTEM | PUBLISHER |
|-----------------------------------|-----------|-----------------|
| 1 Brian Lara Cricket | Genesis | Code Master |
| 2 FIFA Soccer '95 | Genesis | Electronic Arts |
| 3 Theme Park | Genesis | Electronic Arts |
| 4 Primal Rage | Genesis | Time Warner |
| 5 PGA Tour Golf 3 | Genesis | Electronic Arts |
| 6 Super Bomberman 2 | Super NES | Nintendo |
| 7 Primal Rage | Super NES | Time Warner |
| 8 Zelda — Link's Awakening | Game Boy | Nintendo |
| 9 Street Racer | Genesis | Uix Soft |
| 10 Cannon Fodder | Genesis | Virgin |

TOP TEN FROM JAPAN

- | GAME | SYSTEM | PUBLISHER |
|-------------------------------|-------------|-----------|
| 1 Yoshi's Island | S. Famicom | Nintendo |
| 2 Winning Eleven | PlayStation | Konami |
| 3 Dragon Ball Z | S. Famicom | Bandai |
| 4 Zero Divide | PlayStation | Zoom |
| 5 Bigford Sage | Saturn | Sega |
| 6 Virtua Fighter Remix | Saturn | Sega |
| 7 Super Power League 3 | S. Famicom | Wadson |
| 8 Shylengyu Wazudemu | Saturn | Sega |
| 9 Ace Combat | PlayStation | Namco |
| 10 Arc the Lad | PlayStation | Sony CE |

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game you like best! Send your postcard to: Write Your Own Damn List, Game Players, 1350 Old Bayshore Highway, Suite 210, San Bruno, CA 94061. We'll give the reader and publisher your completed list every month! So get in it and write your own damn list!



FINISH HIM!



KINTARO'S REVENGE!



SMOKE AWAITS!



FRIENDSHIP?



IS THAT YOUR BEST?



ALL 12 KOMBAT WARRIORS!

lightning strikes.

PREPARE FOR THE ONLY KOMBAT ON SATURN™!

MORTAL KOMBAT® II

The high-voltage action of Mortal Kombat® II strikes Saturn™. "Finish him" with the supercharged graphics, character animations, CD-quality music and electrifying sound t/x of this arcade blockbuster. Ultra-powerful special moves, Friendships, Babalities, hidden surprises, crushing combos, and out-of-this-world finishing moves are yours to kommand. Let the Kombat kontinue on Saturn™!



MIDWAY



MORTAL KOMBAT® II © 1995 Loewent Corp. Midway Manufacturing Company. All rights reserved. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1995 Acclaim Entertainment, Inc. All rights reserved.

SHINOBURI

LEGIONS™

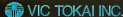
BLOOD IS THICKER THAN WATER.

Sho & twin brother Kazuma don't think so.

Kazuma's got a vendetta against him, and has made arrangements with several mercenaries to wipe him off the face of this earth. A bit bitter you say...

Obviously someone wasn't treated right when they were growing up.

Sometimes you just can't depend on family.



22904 Lookness Ave., Torrance, CA 90501

SHINOBURI LEGIONS is a trademark of © Sega Enterprises, Ltd. 1995.
Distributed by VIC TOKAI INC. For more information call 310-328-8999.



This official seal is your assurance that this product meets the highest quality standards of SEGA™

Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ System.



SEGA SATURN

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD.
All rights reserved.

For more information on the SEGA rating and legal disclaimer visit the Entertainment Software Rating Board at 800-775-5879.

WEB STUFF...



Just when you thought you could escape from us by putting down the magazine, we pull a fast one and get ourselves a web site! Just think about it... Now, we can get to you through your computer! Heh, heh, heh... We're boaaack...

GP Hits the Net

Since it's our continuing struggle to bring you the best, most comprehensive gaming coverage possible, we here at **GAME PLAYERS** are ready to embrace the latest communications technology — aw hell, BOOOORING! Who cares?

The World Wide Web has shaped up into the fastest, most unrestricted and unregulated way to get the goods on anything. It's a bizarre and often frightening kind of barely-contained anarchy, and we LOVE it! Look out folks, 'cuz **GAME PLAYERS** is exploding onto the World Wide Web with a vengeance.

GAME PLAYERS On-line is gunning to be the largest, most comprehensive gaming sites on the entire Internet, period. You want reviews of the latest games, or even an older game? We've got it. You want codes? We've got 'em. You want game walkthroughs? We've got 'em. You want a place to argue with other gamers about anything that's on your mind? Hey, we've got that too. Plus our own twisted personal pages and hidden surprises.

We're not bound to the printed page or hampered by marketing stuff either, folks — this is **GAME PLAYERS** raw, unbound, uncensored, live and in your living room. You'll be shocked, you'll be amazed, you'll be frightened, but you'll never, ever be bored!

Visit our Home Page.

<http://www.gameplayers.com>

Stuck? Confused? Stumped on level three? Take a walk through our unparalleled code and FAQ archives, arranged by system and title for ridiculously easy browsing.

Before you shell out for that suspicious title on the store shelf, in the name of great Hara be sure to check out our comprehensive review archive.

Wanna get closer to your favorite editor? Check out our very own Team Page, then wander to each editor's personal page, if you dare...



INTERNET

IN RELATED NEWS...



For months now we've been bringing you a steady flow of news from the world we live in, and don't you love us for it? OK, we're going to assume the answer is yes. It seems safe to say that you might be eager for yet another serving of non-gaming fun. So peel your face away from the monitor for a minute and give the rest of the world a chance!

Anime in the UK?



With Japanese animation making its way to the US in a such a big way, it's easy to forget the effect the industry is having on the rest of the world. Well, if Anime FX (formerly called Anime UK) has its way, we won't be forgetting about Old Mother England. In what is perhaps the best printed coverage of Anime outside of Japan, Anime FX is a clean and colorful record of all that is Anime. Hopefully as the industry continues to gain momentum outside of Japan there will be additional publications (electronic and printed) on the subject, but until then Anime FX is a damn good start.

With Anime FX, the UK based magazine takes a stab at deciphering the complex pop culture of the Japanese. Check it out at your local comics dealer.

For Our Canadian Readers!

This is a SPECIAL salute to one of Canada's Finest, if not Canada's **Absolute Finest!** Stompin' Tom Connors is, well, amazing! He loves

his Hockey (check out *The Hockey Song* on Klok Along with Stompin' Tom), he loves his Scots (check out *Bud The Scot* on *A Proud Canadian*) and most of all he loves his Canadian Stompin' Tom is about as great as they come and, though it's not easy to find his



Just look at him!
How can you deny this man?

CDs in the US, it is possible. If you can't find them here, then trust me, it's worth a trip to the Great White North! Much, you huskies!

Scientific Trading Cards?



It's no P-51 Mustang, but it's still worth putting together. Right?

If you plan to get young people hooked about science, Skyline has joined forces with Bill Wy, the Hollywood fun-the-overhead-kidney series to bring us a series of 66 trading cards with a science focus. This set of interactive cards features scientific concepts presented in a fun, simple, narrative, pop-out diagram cards and a sweepstakes card in every pack for the trip to the moon. In addition to Great at World Disney World, if you love Science (and biology you start asking there are some people out there who do you should definitely check out this set of trading cards.



Perhaps after answering this question we can find out how much blood is in an average cup of milk.

Capcom Gets Animated!

With the success Capcom has enjoyed in the video game industry, it's hard to believe they have any more good fortune coming their way, and yet, with the announcement of two new animated series based on hit video games, *Street Fighter* and *Darkstalkers*, it's difficult to believe otherwise. With *Street Fighter: The Animated Series* to air on the USA Network and the *Darkstalkers* series to go into syndication, Capcom will be well-represented on television as well as in video games.

Reusing a cartoon series on video game characters is certainly nothing new. Capcom has already done it once with *Mega Man*, but with titles as strong as *Darkstalkers* and *Street Fighter*, there is no reason that their latest endeavors won't be huge success stories.

A Good Second Choice

This one's not quite as cool as *Hi & Run Holiday*, but it's pretty damn good, too. The Soundtrack from the movie *Empire Records* on A&M Records has a collection of some really good bands including The Cranberries, Better Than Ezra and Evan Dando (of Lemonheads fame). You may not love it all, but you're bound to like some of it.



With characters such as Ryu, Guile and Chun Li making their way to *Street Fighter: The Animated Series*, the show is a guaranteed success and *Darkstalkers* is sure to prove itself a deep well for exciting story lines.

Musical Pick of The Month

This month's pick is an eclectic little number by a band called My Life With The Thrill Kill Kult. These guys & girls have been around for some time now, but their latest album, *Hi & Run Holiday* on Interscope Records, is a bit of a departure from the harder-edged (somewhat techno-influenced) material they used to play. This time around the band has opted for something a little more accessible. That's not to say that this CD is a lame pop album, because it's not, but this time there's a little bit of a retro sound mixed-in with the edgy stuff.

Since, unfortunately, the best way to describe music is by comparing it to other music, I'll offer the following comparison. My Life With The Thrill Kill Kult is a weird mixture of surf music (you know, the kind they always played in '60s teenage exploitation movies), techno and straight forward rock and roll. Actually, it's like nothing you've ever heard, but it's way, very cool!

Hi & Run Holiday
— The latest release from My Life With The Thrill Kill Kult is a CD that strangely satisfies on several different levels.



If You don't Already Have This One...



You've heard of the movie, now it's time to hear the soundtrack.



This one's been out for a little while, but we just wanted to make sure you didn't miss out on this cool little item. The band called Hum 104.1, one word name—you just know they're going to be good and the CD's called *You'd Pror: An Astronaut*. The overall sound is heavy guitars, donkey wop and poppy hooks that will have you humming (coincidence?) the tunes for the rest of the day. Good stuff!

That cool, green cover of Hum's latest release is tough to miss - so don't!

GOODIES

SAVE HUNDREDS OF DOLL

POWERED BY
namco



The burning sensation you feel is from your broken ribs, not some fireball.



Eight fighters plus nine bosses equal a lot of people vs. fight.

HI-HOO
VILI
LILK ME

1350 Old Bayshore Highway;
Suite 210;
Burlington, CA 94010

GAME PLAYERS

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

EXCLUSIVE!
Subscriber's
newsletter

The Picture's Getting Clearer...

For months — hell, for years, everyone has been speculating as to how the videogame industry is going to change with the addition of all of this year's new systems, along with the ones that are planned for '96. With just rumors and pure guessing to go on, we (the press) and gamers

worldwide have all formed our own theories and opinions. But in the end, all we had were half-baked ideas based on pseudo-fact. That is, until now. With real, solid, honest-to-goodness next-generation hardware sitting in our living rooms, the overall picture is beginning to take shape. That's where

we come in. Here at **GAME PLAYERS**, we've been keeping an extremely close eye on each new development, and have compiled a massive special report on each and every videogame platform, from 16-bit, to hand-held, to this year's 32-bit powerhouses. Want a look? It's yours next month...

FOUR SEASONS

A Quick Look At Jeff's Psyche

Ever wonder what makes Jeff tick? Sure you have! It's seasonal:



SPRING: Jeff is born again. He is at peace with himself, as well as all others



SUMMER: Jeff is content. He is simply pleasant, friendly, and very well-mannered



FALL: As the days grow shorter, Jeff becomes stand-offish, even rude



WINTER: All hope is gone. Jeff is dangerous, and will snap without warning



Chris Charla

It's
like Doom,
only...

This month we've added yet **ANOTHER** member to the **GP** team, **NEXT Generation's Chris Charla**. Although Chris has only been here a short time, he's already become famous for his own special

brand of sarcasm, as well as lasting an entire twelve rounds with good buddy and arch-nemesis Trent Ward. His only negative is that his name confuses things for the **REAL** Chris. Oh, well. He also keeps track of all those **Doom** rip-offs...

It's Like Doom, Only...

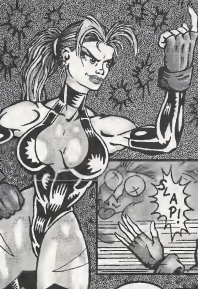
...it uses black and red discs: **Checkers**

...it's made out of paper and ink: **a book**

...you can't make it be nice: **Trent Ward**

...with brightly-colored eggs: **Easter**

BATTLE ARENA TOSHINDEN: SOFIA'S DEBUT



PREVIEWS

This isn't a case of 'Now you see it, now you don't'. It's more like a 'Now you see it, soon you'll play it' kind of thing. We like to think that you prefer it that way. So, without further ado, here's the previews!



TWISTED METAL

Sony Interactive for PlayStation

Hey, if you've been paying any attention to the videogame industry over the past few months, then you're undoubtedly familiar with the all-out carnage that is *Twisted Metal*. From what we've seen of this game (which is a near-completed version at this point), you can count on this being one of the strongest titles available for the PlayStation. The totally 3-D environments of cities, highways, suburbs and rooftops are complex and convincing. The real strength of the game, though, is in its intense, battle-style action, made exciting by high-powered weapons, high-speed chases and the ability to sneak up on some unsuspecting fool and blow them away.

Creeping around the corner in your heavily armored urban assault vehicle while watching your enemy zipping by on some distant street is a thrill offered in no other game before this one and should be experienced as soon as possible. Overall, *Twisted Metal* is right on track for being an absolute must-have for all PlayStation owners.



The dark and moody setting is an integral part of the game's overall success.



With a choice of several amazing vehicles

to choose from, *Twisted Metal* can take you in several different directions.



Half the fun of *Twisted Metal* is in tracking down your opponent and then giving them the surprise of their lives.

Not even the suburbs are safe anymore.

Some of the settings are truly amazing both in size and creativity.



PSYCHIC DETECTIVE

Electronic Arts for PlayStation

Sure it's FMV, but the video quality is pretty damn good.

Wait, don't run away screaming yet, this FMV title could be pretty cool. From what we know so far, the plot is some sort of murder mystery and as the story unfolds, your character is able to jump into the minds of several different characters to uncover hidden clues that will help you — as the *Psychic Detective* — to solve the mystery. With several different endings built into the game, it should have more replay value than most games in this particular genre.



The way a builder sets the stage for it is a heck of a game.



Is this... yes, it is — the face of evil!

CHEN WAR

Sega for Saturn

The setting is distinctively futuristic and not exactly real friendly.

The first-person perspective gets you into the game, whether you like it or not.

With the 3-D capabilities of the Saturn, it's not surprising that we've already seen a handful of games with local 3-D environments and first-person perspectives. *Chen War*, however, is a first-person shooter set in outer space. With what we've seen so far, this one is more of a free-roaming style game than an enclosed 3DMM-style game, though the shooting action is much the same.

The difference in *Chen War* is the ability to jump above the immediate scenery to gain a better understanding of your surroundings or just to get from one place to another. (Mind you, it will have the same type of character and draw as other games; we'll have to wait and see, but so far everything looks pretty good.)

The ability to jump makes the 3-D environment that much more accessible.

A nice selection of high-powered weapons makes you a serious force in this dangerous world.

WING ARMS

Sega for Saturn

Here in the first flight title for the Saturn, we see a game that will undoubtedly be getting flight fans very excited. In the era of super advanced flight sims, *Wing Arms* sets itself apart by retreating to a time when dogfights, not locking missiles, were the rule. This WWII-style fighter is without question more arcade style than actual flight sim, and with the absence of elements such as taking off and landing there is no question that strict flight-sim fans may not be satisfied by this title but for the rest of us there is quite a bit to love about this game.

The sound of the machine guns alone is enough to get your heart pounding as you chase down that last fighter, but with the awesome play control, involved missions and stunning graphics there is too much else to like about this one to stop there. Another aspect to appreciate about *Wing Arms* is the overall style of the graphics, which really takes you back to the era of WWII.

At 60% complete this game already looks and plays better than most completed air combat-style games we've seen — can't wait for the finished product.

Though this game is not a completely realistic flight sim, there are plenty of realistic flight maneuvers at your disposal.



Sharpening your dogfighting skills is a must if you're interested in getting anywhere in this game.

With graphics like these this game is sure to impress.



The choice of views has become somewhat of a standard, but it's worth noting anyway.

Butch goes to the Dentist to Relax

GET READY FOR THE...

POWERSURGE

E X P A N S I O N S E T

The PowerSurge Expansion Set cranks up the voltage of your OverPower deck!

- 21 electrifying new superheroes and villains including Scarlet Spider, Mr. Sinister and Ghost Rider!
- Totally new Specials for all heroes add new strategic options
- All new collectable Mission cards

MARVEL
OVERPOWER
CARD GAME

9 Card Booster Packs - Available December 1995

Marvel, all Marvel characters and the X-Men characters owned by Marvel © 1995 and characters of Ghost Rider, Mr. Sinister, Scarlet Spider, OverPower and PowerSurge, TM © 1995 by Hasbro Inc. All Rights Reserved.

TOY STORY

Disney Interactive for Genesis

This title, based on the new movie from Disney, is guaranteed to impress on a couple different levels. By using characters close to their hearts, the developers of most video game characters, Disney hopes to capture the spirit of the movie. With the enormous sprite size and sophisticated 3-D effects, this one definitely maintains the level of quality we have come to expect from Disney.

With the detailed graphics and 3-D look of Toy Story, it would be easy to mistake this for a 32-bit game.

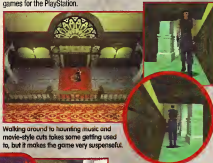


RESIDENT EVIL

Capcom for PlayStation

Beautiful, rendered, bloody, and smooth are the most appropriate ways to describe Resident Evil. This game is like nothing we've ever seen on a console. You move around the rendered hero through a mansion full of brain-eating zombies, with movie-style cuts and lighting. We got to play an early demo of this game and it just whet our appetite for more.

This one should be released in January and it is going to be one scary game. Look for more on this one — it could be one of the best games for the PlayStation.



Walking around to haunting music and movie-style cuts takes some getting used to, but it makes the game very suspenseful.



Shoot 'em, stab 'em, and step on their heads...



... 'cuz if you don't get them, they're gonna get you. Ouch, that's gotta hurt!



CONTAINERS

You also have to find keys and clues while wandering through the merry maze. This version ended with the haunting 'To Be Continued'.

GARGOYLES

Buena Vista Interactive for Genesis

Based on the hit animated series, Gargoyles is a 32-bit side-scrolling action-adventure game with a lot of action. From what we've seen, this is likely to be one of the strongest Genesis games released this year.



The SGI rendered robots help give the game a dark and moody feel.

NO MORE
RUNNING OUT
OF AMMO.
GET
LOADED™



DeVries



Nelson



Scanlan



Patellis

DARE TO COMPARE!



MARVEL, MARVEL MASTERPIECES, ALL MARVEL CHARACTERS AND THE DISTINCTIVE LICENSED THEREOF ARE TRADEMARKS OF MARVEL ENTERTAINMENT GROUP, INC. © 1998 MARVEL. ALL RIGHTS RESERVED. DISTRIBUTED BY FLEET CORP.



DeVries



Nelson



Scanlan



Patellis

MEGA MAN X 3

Capcom for Super NES

Hey gang, guess who's back? Yup, the little blue warrior with the heart of gold has returned for his 19th appearance (six NES titles, five Game Boy titles, two for PC, this is the fourth for Super NES, and oh yeah, Mega Man Soccer). Good news: Sigma was really, finally, truly

destroyed at the end of Mega Man X 2. Bad news: another Maverick has taken over instead, the super-intelligent Doppler, and not only has he designed eight new killer replitoids, he's revived Vile, Sigma's right-hand robot from the original Mega Man X.

Zero, My Hero

He's not just for hanging in the background anymore!

This latest Mega Man X includes two battling androids for the price of one—you can play as Zero!

He's also got one of those light-saber sword things that cuts through robots like butter. Hey, if I was a robot (and I'm not saying I am, mind you), I wouldn't want him swinging one of those things at me.

And look, he's got a Mega Buster just like Mega Man. Or is that a Zero Buster? Hmm...

And What a Mega Guy!

The 'Blue Bomber' (those are Capcom's words, not mine) has returned! Let the pigears loose!

You know, with the possible exception of Samus Aran from the *Metroid* series, nobody handles an arm cannon like Mega Man.

Yee-Arg! It's the Boss!

It must be the toughest combat in the game, but new boss battles are every right, whether you're after data or glory, or both.

The new replitoids Doppler has created are a nasty bunch: Neon Tiger, Blast Hornet, Volt Catfish, Blizzard Boof!, Tunn'l Rhino, Toxic Seahorse, and Crush Crowfish.

And of course, inevitably, as along the line you have to fight Bigger and better, you also have to deal with Vile, returning from the original *Mega Man X* and Bill and his two Nightmare model replitoids who take up whole screens. No biggie!

The Best of Cyber-Buddies

Plus Sigma, and how they can be a little more...

It's Mega Man and Zero, back once again to save the earth from whatever evil robots are around to threaten it.

And let me tell you, the world NEEDS saving. You'd think after at least three run-ins with replitoids, they'd figure out some way to keep 'em down. Move 'em into a higher tax bracket or something.

On the other hand, Dr. Light has taken the opportunity to repair good old Zero, so Mega Guy has an ally to help him out. What's more, the player can choose to play as either Mega Man X or Zero at any point in the game.

Sound good? Well! There's more! In addition to loads of new power-up items, there's also a hidden Super Enhancement Part, which can super-charge sections of Mega Man's armor. And the hidden madness doesn't stop there—in addition to the twelve regular stages, there's also an entire special hidden level. Somebody get me a cannon for my arm. This guy is just having too much fun.

WHAT GOOD IS A
SONY®
PLAYSTATION™
IF IT ISN'T
LOADED?



©1995 Gromex Interactive Limited. TM Interplay Productions. All Rights Reserved. PlayStation is a registered trademark of Sony Corporation. PlayStation™ is a trademark of Sony Computer Entertainment, Inc.

Interplay
BY GAMES FOR GAMES™

Ordinance

It's only got a sub-700mm cannon. It can't blow it.



The machine gun isn't very powerful, but it never runs out, so learn to use it.



Swarmers are a salvo of homing missiles — yep, get a lot of 'em, but there's no guarantee that every missile is going to hit.



Lock-Ons are much more powerful, but you can't carry very many.



Rockets aren't guided, but they pack a wallop, and you get a hundred of 'em.



Don't even get me started about the Plasma Cannon — I don't even know why you get one.

WARHAWK

Sony Interactive for PlayStation



O h YEAH... One of the most eagerly anticipated PlayStation releases has arrived, and it KICKS. It's one of the smoothest flying and beautiful games coming for the system. The Warhawk assault craft comes equipped with a vast array of weapons, from the less-than-impressive machine gun to unguided rockets and Swarmer missiles.

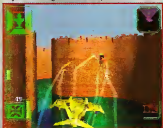
We've seen five missions o' death so far. You're gonna be tearing gameplay out of this one for a while. It may not sound like much, but the challenge level is incredible. Wimps need not apply.

If you've got the guts, you're in for a treat. Enemies don't just explode, they leave smoke trails. The stages are beautiful texture-mapped landscapes, loaded down with special effects — lightning, plasma, lava, cloud layers, you name it.

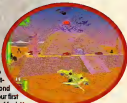
If you're looking to fly around and kick some serious ass, then it looks like this is it. Final review any day now, and we're itching to plow through it.

Missions from Hell

We ran shots of these a few issues back, but they're still cool, and they're what the game is all about, after all.



The Pyramid — blast a Kree outpost and steal your first canister of fuel. You steal a lot of Kree fuel canisters for some reason.



The Canyon — One of the more demanding missions. Fly fast, but don't bang the walls!



The Alship — The great thing about this one is that you can actually fly INSIDE the enemy carrier. Very cool!



The Volcano — One of the toughest missions there is, but also one of the best-looking.

The Gauntlet — Fly down a tunnel and take out an enemy fortress. Ooo man, my claustrophobia's kickin' in...



A Story Untold

Well, it has to start somewhere, doesn't it?



It's a typical sort of day, and Ryu's dad sends him out to find his sister, who's wandered off somewhere — silly kids.



After a battle and a lot of running around, Ryu finds her, and the cailed body of the ancient dragon who once defended the village. It turns out that when she sleeps near the dragon, she dreams of their dead mother.



When he gets back to the village, he not only can't find his father and sister, but nobody seems to know who he is either, and the Dragon temple has been changed to a Church of St. Eva! Hoo, talk about your bad days!

BREATH OF FIRE 2

Capcom for Super NES

Capcom had little interest in releasing the original *Breath of Fire* in the US, and licensed it to Square Soft. Well, *Breath of Fire* turned out to be a decent hit, so Capcom has decided (ahem) to hang on to the sequel and release the title themselves.

Some unspecified amount of time after the events of the first *Breath of Fire*, the world has again become overrun with demons and monsters. The corrupt Church of St. Eva is quietly pushing out the old religion of the Dragon God and attempting to usher in a new age of darkness. Belief in the Dragon has waned, and only one member of the Dragon Clan is left — and even he doesn't know it.

Ryu awakens to find that his father and sister have disappeared, and nobody in his own village remembers him having lived there. Raised an orphan, he grows up and joins the Rangers, a clan dedicated to assisting others. Things get a lot more complicated after that.

Then, the children fell into the well...

Speaking of bad days, the whole world is upside down! You go there's someone in trouble. A human's work is never done.

RPG Me!

The game has just started off. Breath of Fire 2 seems to have a throw of an edge from the first game that makes it to the game of the world. The majority of the game is a mix of action and strategy. You'll probably need to, although honestly it's...

Come to Joker, baby! You know you want me!

But... Think you...

"Katt, I can go with you to the Ringing along right?"

Many characters you meet come equipped with the Dragon's Tear, a sort of Magic Ring. It's the size of the dialogue box that tells you how many rings you have about you.

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...

DEFCON
5.



FLOOR SCORE ITEM AMMO HEALTH
2-3 0112000 22 5- 256 086%

It seems to be missing the iconic 'Mein Leben!' but there's plenty of other death cries to go around.

WOLFENSTEIN 3-D

Interplay for 3DO

Because there was Doom, there was the need for Wolfenstein 3-D, and it's back again. Although the foundation is just a few rooms, taking mutant SS out happens, you climb the secret floors, and discovering a plethora of mystery traps. The 3-D is not only the same classic Wolfenstein but an equally huge expansion from Wolfenstein sequel, and both are completely upgraded and unaged.

Featuring excellent graphics and sound, it's a must-have for fans of the original Wolfenstein.



FLOOR SCORE ITEM AMMO HEALTH
2-3 0112000 22 5- 256 086%

Killy Wagners There are few things in the more satisfying than shopping Nazis, and Wolfenstein lets you go through 'em to your heart's content.

VIRTUA FIGHTER 2

Sega For Saturn

More pics on Virtua Fighter 2 for the Saturn. The characters are actually fighting, and it still looks awesome.

Smooth throw moves are really looking great.

Solid contact, smooth backgrounds, and swift moves. This is going to be THE Saturn game this Christmas.

DARKSTALKERS-PSX

Capcom For PlayStation

Capcom's Darkstalkers is more the type of game we've come to expect from this developer. It's a well-designed, 2-D, sprite-based brawler with tons of special moves and well-balanced characters. As a matter of fact, until Resident Evil, that was about all Capcom was doing.

If you've played the arcade game, you know exactly what to expect, since the PlayStation version looks to be arcade perfect.



All the characters from the arcade are here...



...as is the beautiful animation...



...and the special moves.

ROAD RASH

Electronic Arts for PlayStation

Yeah, Road Rash isn't its debut on the Beaches close to four years ago to have reviews.

And an impressive update on the 3D. This road machine-like motor cycle raucous due for another jump and with the power of the PlayStation (and in the near future, Sega Saturn) were likely to see just about an advertisement. From what we've seen so far, this one is sure to impress.



It's a little new, because it's not new — but it will be.



With the processing speed of the PlayStation, the realistic scenery should be flying by so fast you'll barely have a chance to appreciate it.

IN THE WORKS

Here's our monthly list of games from the far-future future. Keep in mind that details are sketchy on some of these games, so keep your eyes on this page for further developments.

Company • Title • System • Date

The 3DO Company • BattleSport • 3DO • Q1
The 3DO Company • Captain Quasar • 3DO • Q4
The 3DO Company • Killing Time • 3DO • Q3-Q4
The 3DO Company • Phoenix 3 • 3DO • Q4
The 3DO Company • Planet Stratos • 3DO • Q4
47 Tek • Team 47 On-Mat • PS • Nov
Absolute • P & T's Snake & Mirror • 3DO • Q4
Absolute • Battlerush • SAT • '96
Accolade • Balmain Fencer • PS/MSX/GEN/IB • ?
Accolade • Robotics • SAT • ?
Accolade • The Crow: City of Angels • + ?
Accolade • Spawns • SWS • ?
Accolade • Mycat • SAT • ?
Accolade • Big Hunt 9-ball • PS/SWS/IB • + ?
Accolade • Mortal Kombat II • PS • ?
Accolade • Turbulence: Defender • USA • ?
Accolade • Outright Island • SWS/IB • ?
Accolade • George Foreman • SWS/IB • ?
Accolade • Justice League • SWS/IB • ?
Accolade • Justice League • SWS • ?
Accolade • Maximum Carnage 2 • SWS • ?
Accolade • WWF Attitude • SWS • ?
Accolade • Handball '95 • PS • ?
Activision • Shanghai • PS/SAT • Q3 • Q4
Atari • Brett Hall Hooley • JAG/JAG CD • Nov
Atari • Commandos • JAG CD • Nov
Atari • Daichi Joust • JAG CD • Nov
Atari • Formula Racing • JAG CD • Nov
Atari • Highlander II • JAG CD • Nov
Atari • Vandal's Forces • JAG CD • Nov
Atari • Black CD/White Notes • JAG CD • Dec
Atari • Deathwatch • JAG • Dec
Atari • Magic Carpet • JAG CD • Dec
Atari • NBA Jam Tournament Edition • ? • Dec
Atari • Duna Racer 3 • JAG CD • Jan '96
Atari • Iron Soldier 3 • JAG CD • Jan '96
Atari • Alien vs Predator • JAG CD • Feb '96
Atari • Ninja Ripper • JAG CD • Feb '96

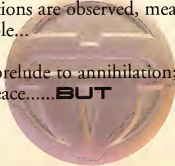
Atari • Balmain Fencer • JAG CD • Apr '96
Atari • Big Hunt Baseball • ? • Apr '96
Atari • Jonathan Burman • ? • Apr '96
Atari • Mortal Kombat 3 • ? • Apr '96
Atari • Darts • JAG CD • Jan '96
SWS • "Sleeper" • PS/SAT • Q1 • Q2 '96
SWS • "DMA games" • PS/SAT • Q2 '96 • Q3 '96
SWS • Rains • PS/SAT • Q1 '96 • Q2 '96
Capcom • Devilknight • PS • ?
Capcom • Night Warriors • SAT • Dec
Capcom • X-Men • SAT/PS • Q4 '96
Capcom • Fox Hunt • PS/SAT • ?
Capcom • SF Legends • PS/SAT • Q1 • Q2 '96
Capcom • Incredible Twins • PS/SAT • Q1 '96
Capcom • Bio Impact • PS • Q1 '96
Capcom • SF: The Movie • PS/SAT/3DO • Q1 '96
Capcom • D&D Tower Of Doom • PS/SAT • Q4
Crystal Dynamics • Q3 • PS • Q1
Crystal Dynamics • Legacy of Kain • PS • Q4
Crystal Dynamics • Shogun Chogun • PS • Dec
Crystal Dynamics • Solar Eclipse • PS • Q3-Q4
Crystal Dynamics • 3D Baseball • PS • Dec
Crystal Dynamics • Basketball '95 • PS • Q1
Crystal Dynamics • Dragons of the Square Table
Crystal Dynamics • The Hords • SAT • Q3-Q4
Data East • Defcon 3 • PS/SAT • ?
Data East • Minors Fats • PS/SAT/IB • ?
Data East • Dark Legend • PS/SAT • ?
Digital Pictures • Pinball • SAT • Nov
Digital Pictures • Max Surge • SAT • Nov
Digital Pictures • Max Surge • SAT • Jan '96
Digital Pictures • Double Switch • SAT • Nov
EA • Magic Carpet • PS • ?
EA • Spinball Wars • PS • ?
EA • StreetFight • PS • Q4/Q1 '96
EA • Robot • PS • ?
EA • Road Rash • PS • Q3 • Q4
EA • Shock Wave 2 • 3DO/PS • Q4
EA • Psychic Detective • 3DO/PS • Q4
Gameloft • Rubik's Academy • USA • + ?

Hutson Soft • Super Bomberman 3 • SWS • ?
Intelligence • Decent • PS • Q4
Intelligence • Cyber • PS/SAT/3DO • Q4
Intelligence • Wintersun • PS/3DO • Q4
Intelligence • Onyx • 3DO/SAT/3DO/PS • Q4
Intelligence • Loaded • PS/SAT • ?
Intelligence • VR Baseball '96 • PS/SAT • ?
Intelligence • Dayflyer • ? • M2 • + ?
Intelligence • Star Trek: Starfleet Acad • 3DO • Q4
Intelligence • Kingdom: The Far Reaches • 3DO • + ?
Intelligence • Backdoor • 3DO • Q4
Intelligence • Alone In The Dark • 3DO/SAT • Q4
Intelligence • G2: Judgment Day • 3DO • Q4
Intelligence • Canyon • 3DO • Q4
JVC • Split Screen • SAT/PS • ?
JVC • Vortals' Forces • SAT/3DO • Q4
JVC • Emul Smash Football • SWS • Q4
JVC • Outlaw King Boxing • SAT • Q4
JVC • Screening Witches • PS/SAT • Q4
JVC • Deadly Sins • 3DO/SAT • Q4
Kad • P2 • S • SWS/SAT/PS • Dec/Q2 '96
Kamami • 768,594 Baseball • PS • ?
Kamami • NBA Basketball • PS • ?
Kamami • NFL Football • PS • ?
Kamami • Wolf • PS • ?
Kamami • Project Decade • PS • ?
LucasArts • Silbillion • PS • ?
Mindscape • VMM • PS • ?
Mindscape • The Heron Project • PS • ?
Mindscape • The Warhammer • PS • ?
Mindscape • Hammer • PS • ?
Mindscape • Cyber Speed • PS • ?
Mindscape • Monster Truck • USA • ?
Namco • Tekken 2 • PS • ?
Namco • Starblade Alpha • PS • Q4
Namco • Rose Racer • PS • ?
Namco • Cyber Cycles • PS • ?
Namco • 3D Swordfighting Game • PS • 96
Nintendo • K. Kirby • SWS/USA • Q2/Q4 '96
Nintendo • 1639 Island • USA • ?
Nintendo • Cruise • USA • Q4 • ?
Nintendo • Goldens • SWS/USA • ?
Nintendo • GAC 2: Diddy's Game • SWS • ?
Nintendo • Adventure/Magic Command • Q2 • ?
Nintendo • Vertical Force • PS • ?
Nintendo • Panic Bomber • US • ?
Nintendo • "Angel Studios" game • USA • ?
Nintendo • "DMA Design's" game • USA • ?
Nintendo • "Pompadour's" game • USA • ?
Nintendo • "Software Creations" game • USA • ?
Nintendo • Star Fox 2 • SWS • Q4
Panicsoft • Software • Q4/PS • 3DO • Q4

Playmates • Skeleton Warriors • SAT/PS • Dec
Playmates • M&M A.T. 5 • SWS • Nov
Playmates • Myst • PS • Q4
Playmates • Q Police • PS • Dec
Playmates • PowerSports Soccer • PS • Q1 '96
Playmates • Parasite • PS • Q1 '96
ReadySoft • Brain Dead 13 • + ?
Sega • Virtua Fighter 2 • SAT • Nov
Sega • Virtua Fighter • SAT • ?
Sega • Sega Rally • SAT • ?
Sega • Black Fire • SAT • ?
Sega • Prime Time NFL • SAT/3DO/IB • Q4
Sega • Power Rangers: Movie • GEN • Q3 • Q4
Sega • VR Troopers • GEN/IB • Q3 • Q4/Q4
Sega • Nightmare Circus • GEN • Q3 • Q4
Sega • NBA Action '96 • SAT/3DO/IB • Q4
Sega • X-Men: Mojo World • Q3 • Q4
Sega • World Series Baseball '95 • SAT/3DO • + ?
Sega • Chicago Systems • Q3 • Q3 • Q4
Sega • NFL All-Star Soccer • SAT • ?
Sega • Virtua Fighter: Remix • SAT • ?
Sega • Virtua Cop • SAT • ?
Sega • Cargot • SAT • ?
Sega • Free Runner • SAT • ?
Sega • Spider-Man: Web of Fate • 3DO • Q3 • Q4
Sega • X-Men • 3DO • Q3 • Q4
Sega • 32X Thriller • 3DO • Q3 • Q4
Sega • Virtua Fighter • 3DO • Q3 • Q4
Sega • Secretaries • GEN • Q3 • Q4
Sega • Killion • 3DO • Q3 • Q4
Sega • X-Rays • GEN • Q3 • Q4
Sega • Garfield • GEN/IB • Q3 • Q4
Serra 2-in-1 • Red Baron • USA • ?
Sony CE • House of the Dead • PS • ?
Sony CE • Katakami • PS • '96
Sony Imagesoft • Johnny Mnemonic • PS • Q4
Sony Imagesoft • Virus • PS • Q1 '96
Sony Imagesoft • NHL: Face-Off • PS • ?
Sony Imagesoft • "Basketball" • PS • ?
Sony Imagesoft • "Hitting game" • PS • ?
Spectrum Hologram • Top Gun • USA • ?
Tarc Warner • Spiral Ridge • SAT/PS/3DO • Nov
Tarc Warner • Private Rage • JAG CD/3DO • Nov
U.S. Gold • DC Racers • 3DO • ?
U.S. Gold • Skeleton King • GEN • ?
U.S. Gold • Indiana Jones' Adventures • GEN • ?
U.S. Gold • Hot-On Soccer • GEN/SWS • ?
U.S. Gold • Virtual Golf • 3DO • ?
U.S. Gold • Scudator • 3DO • ?
Vacuum New Media • Zapp • PS • Q4
Vacuum New Media • Alien Rex • PS • Q2 '96
Vic Tokai • Shrek: Legends • SAT • ?

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**



DEFCON
5



PEACE HAS

"An original space adventure combining strategy, action, and shooting game genres."

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the



A PRICE ...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

Call 1-800-771-5772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.



DefCon 5 is a registered trademark of Millennium Interactive, Inc. 1995 and licensed to Data East USA, Inc., LG Electronics U.S.A., Inc./GoldStar and VIC TOYAL INC. PlayStation, the PlayStation logo and the PS logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. 3DO, the 3DO logo and Interactive Multiplayer are trademarks of the 3DO Company. Nova Spring is a trademark of VIC TOYAL INC. Data East and the Data East logo are registered trademarks of Data East USA, Inc. All other trademarks are the property of their respective owners.



RIDGE RACER REVOLUTION

Namco for
PlayStation

The sequel to Ridge Racer is nearly 80% complete in Japan, and it offers extra tracks, improved control, and even better game graphics!

This one is no doubt on its way to America, but Namco is likely to wait a bit before bringing out a sequel since Ridge Racer is just getting released here.



The winding tunnels of Ridge Racer are here, and hopefully the control will be far improved.

Through the palm trees, by the blatant ad and down the home stretch—this game has some real promise.

Some new cars and some higher jumps could make this a really improved racing game.

TOKYO INSECT ZOO

GE (not General Electric) for
PlayStation

This is a game we are really excited to see in the stores, but it does show off some of the PlayStation's graphical prowess. It could be a Must-have game, which could be a lot of fun.

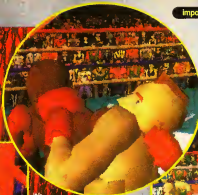
Beautiful, and wonderful scenes — if you could only move through them in real-time this would be a game to look for.



BOXER'S ROAD

Susuma Matsushita for PlayStation

We talked about this game when we first saw it, and it's still the "best in the business." The developers are doing a lot of things and a good job of it. I don't know if you've seen it, but it's promising, and it's the only one you can't play.



Face-to-face is one of the many views of this long-awaited boxing game.



We haven't played this one yet, but the Japanese sites are raving about it.



The knock-down! Big polygon boxers are going toe-to-toe.

GOLDEN AXE: THE DUEL

Sega For Saturn

Side-to-side fighters may be getting old, but Sega's counting on this one to win some serious fans. *Golden Axe: The Duel* is just out in the arcades on the new Saturn-compatible Titan board, which means this translation is going to be arcade-perfect.



At first glance, you'd swear that Capcom made this game. A Blanka look-alike and some very *Arkanoid*-like backgrounds are the culprits.

MARIO RPG

Nintendo For Super Famicom

More shots of the plumbers' latest adventure, this game looks hot, and if Nintendo doesn't release this game in the U.S., we've already gathered a "posse" to head off to Seattle and settle the score.



Bowser's back and he's rendered. The horror... the horror!

Same big bosses and falling bridges are sure to make Mario fans happy at last.



Yoshi's back and glad to have Mario riding on his back.



PlayStation™



The age of 18 must be provided for identification to call. Touch-tone phone is required. Available 24 hours a day 7 days a week. U.S. only. Sony is a registered trademark of Sony Corporation. Entertainment Inc. All rights reserved. The rating icon is a registered trademark of The Interactive Digital Software Association. Call 1-800-771-3772 for information on Game Ratings.

SPECIAL
AMOA '95
REPORTThe Future Of
ARCADES

HOT NEW COIN-OPS!

One fine day, in the smoldering heart of New Orleans, the future showed its redneck-polygon head. The AMOA show is a gamer's dream, with all the latest and greatest arcade games on display — and all of them are on free play! The three day show revealed some of the hottest games on the planet. And behind closed doors, there were even better ones.

The game that stole the show (at least for those of us who saw it) was Namco's new *Toshinden*-esque fighting game — *Soul Edge*. You may remember **GAME PLAYERS** breaking the early gossip on this game four months ago, but now we've seen it in action. It is going to be THE arcade game of the year. Namco was also showing *Time Crisis* behind those same closed doors, and it's going to be the single best shooting game ever. Sega unveiled their new Titan system, which is basically a Saturn in an arcade unit, with *Virtus Fighter Remix*, *Funky Head Boppers*, and *Major League Baseball*. Other games like *Toshinden 2* and *Virtus Fighter 3* are still early in development, but sure to push the quality of arcade games even higher.

Most of the show was packed with games we've already seen, but haven't arrived at many of the arcades. Games like Sega's *Virtus Cop 2*,

Sega's *Indy 500* had 8 linked units that drew plenty of attention.



Virtus Striker, *Roll Chase 2*, and *Indy 500* got plenty of attention, as did Namco's *Alpine Racer*, *Rave Racer*, *Air Combat 22*, and *Tekken 2*. Capcom unveiled their latest 2-D sprite-based brawler *Marvel Super Heroes*, and started talking about *Street Fighter 3* (yes, I said 3). *Street Fighter 3* is currently in development in Japan, and is rumored to be a 3-D fighter in the mold of a *Tekken* or *Virtus Fighter*. Williams had *Ultimate Mortal Kombat* up and running. *Ultimate* is an update on *MK3* that includes four new characters and backgrounds. *NHL Open Ice* and *WWF Wrestlemania* were also on display and getting some play at the Williams' booth. Time Warner and Konami were both showing light gun games at their booths. Time Warner had *Area 51* and Konami had the first sewed-off light shotgun game — *Gryph Killer*.

While these are the games that demanded the most attention, there were plenty more on the

floor, and next month in part 2 of our AMOA coverage we'll give a more detailed look at some of the games and show you some new ones.

The one thing the AMOA show proved is that no matter how powerful the home systems are, they can never replace the arcades. With linked racing games, high-resolution screens, and the newest technology, arcade games will always be a step ahead of home systems. Much like videos and movies, there is room for arcades and consoles. To see it first on a big screen you need to go to the arcades. Then, several months later, you can get the same game you learned to love in the arcades for the home.

This show had a lot more than video games on display. Everything from pool tables to foosball to kiddie rides.



Robert Horry hunched over several games during the weekend, then he slam dunked several arcade designers for making the units too short.



Soul Edge

Namco

With Namco's gameplay prowess already proven (*Tekken*, *Tekken 2*), new 3-D movement, a variety of weapons (including nunchuks, spears, swords), and beautiful 3-D arenas, *Soul Edge* is one exquisite-looking game.

Eight characters were shown, including two Japanese warriors with samurai swords, a knight from Germany, a couple of female fighters with swords, a bald, nunchuk-using Chinese warrior, an American barbarian, and an Italian with two three-bladed swords.

The game is going on test soon at a few selected sights and should be hitting most of the arcades by year's end. It's built on the

system 11 board (same as *Tekken*, *Tekken 2*), which makes it an ideal PlayStation port, but you'll have to wait quite a while for the home version. Believe me, you need to go to the arcades and play this game as soon as possible. As in *Toshinden*, you can sidestep attacks to utilize the 3-D battle area. The backgrounds are the most detailed we've ever seen, and the weapon-to-weapon combat makes for some real innovation. *Soul Edge* utilizes sword clashes, thrust blocks, and the usual plethora of special moves to bring some of the most in-depth gameplay out there.

Until we get more on *Soul Edge*, we'll continue to fantasize about what we've seen.



Locking swords in battle is just another awesome gameplay element.

Yokai is easily the darkest, most insane character.



SOUL EDGE

Some killer special moves and a whole lot of steel make *Soul Edge* a game like no other.

Time Crisis

Namco

We also got a glimpse of Namco's Virtua Cop shooter, *Time Crisis*. This game isn't just another light gun game. It is the single largest advancement in any game since *Virtua Fighter* redefined fighting games. You are on a truck just like in *Virtua Cop*, but you have a pedal on the floor which allows you to duck behind tables and hide behind walls. When you need to move forward, you press down on the pedal, but when you come down a hallway where five guys are blasting away at you, let up on the pedal to duck behind a wall. Watch the bullets fly by, then, when the barrage ends, press back down on the pedal to turn the corner and start blasting. At other times, letting go of the pedal allows you to hide behind a table, where you can see the enemy's feet on the other side. When the time is right, press back on the pedal and blow them away. Namco has succeeded in making one helluva game. Look for more on this one soon.



The game is intense enough, but when you start ducking and dodging you're really playing.



Beautiful System 22 graphics put you in a beautiful world, albeit a bit dangerous.



Some of the goofier characters for a fighting game take away from some really solid gameplay.



Rollerblader vs. The French Maid may not be worthy of a Pay-per-view event, but some of the fighting is sweet.



Old faces, new game. Khana and Jade's trimmed-down outfits are sure to make most men happy. Scorpion and Reptile's classic moves are all back.

Fighting Vipers

Sega

Fighting Vipers is a sharp-looking VF-style fighter that has some real innovations in gameplay. Each arena is surrounded by a fence, which makes for an interesting effect. The throw moves can smash players against the wall, as can a hard punch. This doubles the normal damage taken. Each character also has armor, which can be knocked off. Once the armor's off, the

character takes double damage when hit at an unarmored area. If the character loses the armor in the first round, they don't get their armor back in the second or third round. That makes it very tough to survive against a tough computer opponent.

Even though the fighting is good and the graphics are great, this game just didn't steal the show, mainly because the character design is just silly, with a rollerblader, pop metal guitarist, and skateboarder. Even so, *Fighting Vipers* is one of the better new brawlers that will soon be hitting the market hard.



Ultimate Mortal Kombat

Williams

Back are Khana, Jade, Scorpion, and Reptile, each with their own background. Some of MK's best characters definitely infuse some life into the less interesting MK3 characters. The new backgrounds aren't much to speak of, but a couple new moves for these classic characters is all the inspiration most MK fanatics need to justify another trip to the arcades.

Although this game wasn't really new, it drew plenty of attention from the gamers at the show. And with the deal Williams is working with operations, anyone who wants the update can get it for free. Which means there will be plenty of places to play *Ultimate MK3* very soon.



"ONE BONEHEAD CALL AND THIS




GODDESS GETS A MILLENNIUM IN SOLITARY."

An Experience from the REAL 3DO Zone[®], Johnny "Torso", FL



"Gotta have a brain in the old coconut to play this one. Hey, this ain't no cakewalk. We're talkin' major scavenger hunt for three games. Find 'em and I power up the ancient ship 3DO and sail this puppy outta here. Blow it and the goddess is doin' some serious hard time. Brain-busting puzzles. Killer graphics.

Funky Earth, Wind & Fire tunes. And a well-presented 5000-year-old goddess in distress. So what are you doin' tonight? Aah, Chuckie." 



HOOK UP
WITH YOUR
NEAREST
3DO DEALER
OR CALL:
1-800
332-5368

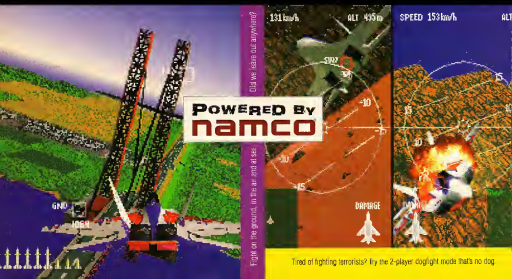


Parental Guidance Suggested



Panasonic
Software Company

SOURCES WITHIN THE PENTAGON CONFLICT WILL OCCUR SOME



Tired of fighting terrorists? Try the 2-player dogfight mode that's no dog

PREDICT THE ULTIMATE AERIAL
WHERE OVER THE MIDDLE EAST.

WE SEE IT HAPPENING
MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat.™ The action fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a world sieged by terrorists. Build your own air



force, buying and selling 13 different types of fighter jets. Increase your chances of victory, not to mention survival, by hiring extra wingmen. Then depart on any of 17 deadly missions, all without going anywhere near the Middle East.

© 1995 Electronic Arts Inc. All rights reserved. Air Combat is a registered trademark of Electronic Arts Inc. in the U.S. and other countries. PlayStation is a registered trademark of Sony Computer Entertainment Inc. in the U.S. and other countries. The online play is a registered trademark of the International Software Association.





EXPLODING NOW ON SUPER NES!

MECHWARRIOR® 3050

FUTURISTIC BATTLEMECH WARFARE



UNLEASH NINE DEVASTATING WEAPONS SYSTEMS TO OBLITERATE ENEMY RESISTANCE!
BATTLE THE GROUND DEFENSES OF THE INNER SPHERE ON FIVE DIFFERENT PLANETS!



heat up the highway and win @ <http://www.activision.com>

ACTIVISION

MechWarrior, BattleTech, BattleMech and Mech are registered trademarks of FASA CORPORATION.
Nintendo, Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved.

REVIEWS

Big Sky Trapper	74
Blackfire	66
Blade Force	70
Calculus Football: Notepad Championship II	93
Backyard Kung-Fu: Country 2: Windy's Conquest	100
Earthworm Jim 2	50
RIFA '96	55
Pixel Field 3	79
Foreman For Real	62
Jumpin' Strike	88
Madden '96	95
Mission of Midden Souls	70
Nightwarrior 3D50	62
NBA Live '96	62
NFL Fall Contact	90
PGA Tour '96	93
Pitfall: The Mayan Adventure	82
SanQuest 65V	88
Separation Anxiety	84
Shoe Fu	58
Sim City 2000	78
Scream	72
Virtual Racing	67
WiiWC.A.T.S.	77
World Series Baseball	81

In the spirit of the holiday season, we're giving you all these really great reviews, along with wishing you and yours all the very best for the coming New Year. All we want from you is your money and the keys to the car!



THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

Even the Three Wise Men didn't have as much of this stuff as our reviews hey! Hey, we're here and they're gone, right?

REVIEWER

Well, no one has ever mistaken this guy for a Wise Man, he hasn't exactly broken any records for stupidity, either (Well... not lately).

OPINION

We don't know if the Three Wise Men had opinions, but we sure as hell know our Wise Guys do!

The Rocket Science:

Each category of our scoring basis is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 10, which is the total of all the weights combined. The resulting number is multiplied by ten to complete the final score for the game.

Graphics:

Weighted by a factor of ten.

Music & Sound FX:

Weighted by a factor of one.

Innovation:

Weighted by a factor of one.

Gameplay:

Weighted by a factor of eight.

Replay Value:

Weighted by a factor of six.

SCORE

The three Wise Men knew the score, and you will, too, if you keep reading GAME PLAYERS!

100% Flawless

60-69% Good

20-29% Heinous

90-99% Ultimate

50-59% Average

10-19% Pitiful

80-89% Excellent

40-49% Lacking

1-9% Shoot Me

70-79% Very Good

30-39% Crap

0% Cosmic Rage

BLADE FORCE

300

10 GRAPHICS

8 MUSIC & SOUND FX

9 INNOVATION

10 GAMEPLAY

9 REPLAY VALUE

95% ULTIMATE

GENESIS

GENRE / action
PLAYERS / 1
SIZE / 24 MB
SAVE FEATURE / passwords
PUBLISHER / Playmates
DEVELOPER / Shiny
AVAILABLE / now
PRICE / \$59.99



When Patrick Baggatta found out his puppy had the worms, he waited for four days to see if they would start swinging from the snout rope he'd made for them.

With its super-fluid animation and fast-paced action, it's impossible to deny the impact of *Earthworm Jim* on the video game industry. Did someone say sequel? Of course they did.

Earthworm Jim 2 picks up where the first one left off, sort of. Where the first game was mostly run, shoot and generally disrupt all that is peaceful, *EJ2* takes a few more steps towards the bizarre. This time around, you're just as likely to be flooding about the intestinal track of something too large to identify, as you are to be firing your automatic weapon wildly into the sky. Don't get me wrong, there's still plenty of blasting to be done and you will be required to do just that if you're interested in getting anywhere, but there are a few levels that will take you in

a totally different direction. So, do the

new levels compare to the fun of the original game plan? Is bouncing puppies on an oversized marshmallow as much fun as tilting that nagging crow full of hot lead? For the most part, the new levels are great fun (especially the puppy bouncing), but there is a bit of a problem with consistency. It's not easy, after all, to go from a side-scrolling action game to a 3/4-view shooter or the vertical climbing action of the Inflated Head stage. At least the humor is consistent and in the same funny style as the original.

EJ2 is, without a doubt, one of the strongest Genesis titles to be released since the first *Earthworm Jim*. If you loved the original, then you can count on this one as well, but it strays a little too far from the original formula to maintain exactly the same kind of magic. There will also be a version of this game for the Super NES. GP

THE MANY FACES OF EARTHWORM JIM

Earthworm Jim 2 goes places the first game never dreamed of.

Bouncing puppies is a skill that should be taught in school.

If you can't run with the big dogs, cheer clear of this game.

If you know what the pencils are doing here, please let me know.

The flying/shooting stage is one of the least successful of the game.

Inflate your head. Deflate your head. When does this game get strange?

GUN CRAZY

What would a worm be without serious fire power?

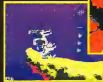
A gun made of brick? Who cares, as long as it does serious damage.

Oh, what a cruel trick the bubble gun is.

OLD FRIENDS

There are enough familiar aspects in *EJ2* to make it reminiscent of the original.

Aaahhh, sweet gunplay. Who loves you, baby?



In how many games do you actually get to carry cows around?



There's still plenty of secret stuff to find.

Get this... a funny game.

A SECOND OPINION

When I first sat down with *EJ2*, my first thought was "ho-hum, more of the same." But then, mere seconds later, tons of bizarre, weird stuff cropped up—a virtual cornucopia of Monty Python-ish gags and gameplay. Have it. Even gamers who don't normally enjoy the side-scrolling action genre will get a kick out of all the goofy strangeness this game has to offer. And the crazy premises aren't just for the sake of the bizarre—it makes for great, innovative gaming. Bottom line, the boys at Shiny have struck gold again and dodged the sophomore jinx. —Chris



GRAPHICS

10

MUSIC & SOUND FX

9

- Great use of the limited color palette.
- Stylish characters and slick animation.

INNOVATION

8

- There are a whole lot of new stages...
- ...but some of these stages are really shallow.

GAMEPLAY

10

- There's fast action from start to finish.
- The controls are great!

REPLAY VALUE

8

- Lots and lots of stages to conquer...
- ...but a lot of those stages are too short.

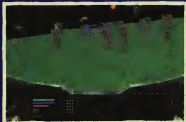
92%
ULTIMATE

TRAVEL THE WORLD. BLOW THE HELL



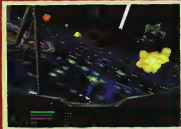
MEET NEW PEOPLE. OUT OF THEM.

OPEN FIRE!



OVER ENGLAND

LEVEL



LAS VEGAS



Take a trip where drinking the water is the least of your worries. On this tour you'll have aliens firing photon lasers down your throat.

Shockwave Assault on PlayStation®2 has over 50 minutes of full-motion video. And puts you in photo-realistic locations around the world where you can save the planet from alien invasion in 15 different ground-level missions. With checkpoints that allow you to continue mid-game.

Don't call your travel agent for a reservation. Chances are the aliens have destroyed their offices.

SHOCKWAVE ASSAULT

To learn more, visit us at www.shockwave.com



Shockwave and the Shockwave logo are registered trademarks of Electronic Arts. Shockwave and the Shockwave logo are trademarks of Electronic Arts. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



SUPER NES

GENRE / Action
PLAYERS / 1 or 2
SIZE / 12 Mins
SAVE FEATURE / Load/Save
PUBLISHER / Activision
DEVELOPER / Tiburon Entertainment
AVAILABLE / Now
PRICE / \$59.95



When Roger Burchill was young, he dreamed of the day he would pilot a robotic Goliath. But since his garbage truck license has been revoked, he works for us!

Your mission, should you choose to accept it, is brought to you by the Jolly Green Giant!



Of course, the purpose of your mission is to blow things up indiscriminately.



There are nine weapons you can choose from. Unfortunately, you can use only three at a time.

6

- Nothing to write home about, but an adequate looking mix of scenery.
- Disappointing explosions fail to satisfy.

GRAPHICS

5

MUSIC & SOUND FX

- The weapons and explosions sound nice...
- ...but a blood-curdling scream would have broken up the monotony.

4

INNOVATION

- If the damn robot flew, you could have called it Mech Strike.
- Went to lose a friend? Play the two player mode.

6

- A bunch of weapons. A bunch of stuff to blow up. A classic combination.
- Imprecise and clumsy controls only annoy you.

GAMEPLAY

5

REPLAY VALUE

- Thank God for passwords, because this game is challenging...
- ...or should I say frustratingly hard? Once you beat it, you really won't want to come back for more.

MECHWARRIOR 3050

You know, MechWarrior 3050, or the game formerly known as *Battle Tech* (on Sega Genesis), is slated to be Activision's last 16-bit cartridge.

Played in a three-quarter view perspective, MechWarrior 3050 owes much of its game design to Electronic Art's *Desert Strike* series. Yet, replacing *Desert Strike*'s helicopter with a seven-story, 75-ton BattleMech seems to offer new life to a time-worn game format.

Nice graphics and sound, coupled with the ability to customize the BattleMech from an array of nine weapons, offer hours of devastating fun. Although there are only five levels and a final Mech showdown, the extreme difficulty of completing each level keeps the game challenging. A password granted for each completed level is very much appreciated.



Got used to this screen. You're going to sue if it's lost!

Unfortunately, clumsy game control seriously hampers the player's ability to orchestrate an assault and makes evading an attack all but impossible. The fact that the BattleMech also takes up a sizable chunk of the viewable play area effectively reduces



You will need to refer to your map regularly, since your field of view is about the size of a postage stamp...

fighting to the immediate (in your face) vicinity.

Devoid of any real strategy, MechWarrior 3050 becomes nothing more than a futuristic shooter, when it could have been so much more. **GP**

...which means the fighting is in close and intense (but not necessarily fun).



55%
AVERAGE

GAME GEAR

2040

And if you let the evil
forces of Maximum, Inc.
have their way,
it's lights out for Metropolis.

• **BLAST AWAY YOUR ENEMIES**
WITH 14 WEAPONS AND 5 ITEMS.

CONTROL TWO WEAPONS AT A TIME FOR OVER 100 WEAPON COMBINATIONS.

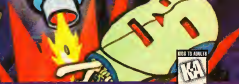
• DISCOVER TWENTY DIFFERENT ENDINGS.

EXPLORE 60 FAST-PACED ACTION LEVELS.



For more information on Phantom 2040 Video Games
call 1-800-469-2539

ALSO AVAILABLE ON VIDEOCASSETTE
WHEREVER VIDEOS ARE SOLD



KIDS TO ADULTS
 100% Cotton, 100% Polyester, 100% Nylon
 100% Cotton, 100% Polyester, 100% Nylon
 100% Cotton, 100% Polyester, 100% Nylon

[illegible]

VIACOM
newmedia



the



WE PROVIDED THE MUSIC TO DROWN OUT THE SCREAMS





IN 994 A.D. EVERYONE FEARED THE CLAWS OF GOLIATH.



IT'S 1995. NOTHING'S CHANGED.

GARGOYLES

VIDEO GAME

AVAILABLE ON SEGA GENESIS®. COMING SOON ON SUPER NES™

© 1995 Walt Disney Interactive. Sega® and Genesis are trademarks of Sega Enterprises, LTD. Nintendo and Super NES™ systems are trademarks of Nintendo of America Inc.



SATURN

GENRE / racing
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Time Warner Interactive
DEVELOPER / Time Warner Interactive
AVAILABLE / now
PRICE / \$39.99



After years of bragging to his *virtua* friends about his driving skills, Patrick Baggatta was *virtua* ashamed of his very poor performance.

The folks at Time Warner Interactive had an interesting challenge in bringing *Virtua Racing*, Sega's original polygon arcade racer (pre-dating *Dynasty* and *Sega Rally*) to the Saturn. The challenge was in making this particular arcade title a viable home product. In other words, it needed

Virtua World

With the extra tracks added to the Saturn version of *Virtua Racer*, it's gonna take some time to master them all.

the kind of cutting edge technology that's likely to dazzle anyone into a false sense of satisfaction, meaning the game has to be good. Fortunately, it is. What makes *Virtua Racing* good is obviously not the low-

poly-mapped landscapes, because there are none, and it's definitely not in the realistic car designs because, again, there are none. The fun in *Virtua Racing* comes in the selection of several lengthy courses (many of which are brand new for the Saturn version), high-speed racing action, and an awesome circuit mode that starts you at the bottom of the heap with a Jewly Mite go-kart (every race car driver's first thrill).

So, if *Virtua Racing* is less than dazzling graphically, you can be sure it measures up to the big guys on every other level. GP

4

- The graphics are a definite step backwards.
- 3-D racers are getting to be a dime-a-dozen.

8

- The play control is really very sharp.
- Lots of fast action and cool tracks.

9

- Lots of tracks.
- The circuit mode keeps you coming back.

Virtua Racing



Amazon Falls is an easy escape to a hilly landscape surrounded by tropical vegetation.



Acropolis is an especially tough little course.

7

GRAPHICS

- The graphics are sharp and solid.
- The simplistic approach is beneath industry standards.

8

MUSIC & SOUND FX

- Great engine sounds.
- The soundtrack sets a unique tone.

replay value beyond the first few laps around the track. After all, *Virtua Racing* doesn't exactly represent



The go-kart is awesome — perhaps a spin-off is in order.

Bay Bridge is highly reminiscent of a famous non-virtua bridge.

The crashes aren't quite up to speed, but it's forgivable.

TYMEX 40

The behind-the-wheel view creates the most convincing feeling of speed.



16/16

CRASHING 15/16

TYMEX 40

The behind-the-wheel view creates the most convincing feeling of speed.



16/16

CRASHING 15/16

TYMEX 40

The behind-the-wheel view creates the most convincing feeling of speed.



16/16

CRASHING 15/16

TYMEX 40

The behind-the-wheel view creates the most convincing feeling of speed.

INNOVATION

8/16

- The play control is really very sharp.
- Lots of fast action and cool tracks.

GAMEPLAY

9 REPLAY VALUE

- Lots of tracks.
- The circuit mode keeps you coming back.

80%
EXCELLENT

SATURN

GENRE / action

PLAYERS / 1

SIZE / 1 CD

SAVE FEATURE / memory cartridge

PUBLISHER / Sega of America

DEVELOPER / Sega of America

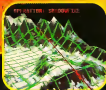
AVAILABLE / now

PRICE / \$59.99



When we picked Patrick Baggett apart, we found he had some interesting elements. We just wish we could get them put back together again.

The 3-D map is a good way to get an overall feel for the terrain.



Some missions require the destruction of some unusual targets.



The scenery is often difficult to explain, but attractive just the same.

7

- Really rich, texture-mapped landscapes
- The terrain looks the same from one level to the next.

GRAPHICS

9

MUSIC & SOUND FX

- Radio voices give hints during gameplay.
- Original sound track.

7

INNOVATION

- Enormous 360 degree playing field.
- Too little overall strategy involved.

7

GAMEPLAY

7

REPLAY VALUE

- There's lots of challenging missions.
- There's a big learning curve on the controls.

71%
VERY GOOD

Blackfire

From time to time, there are games with all the elements required for greatness, and yet they never quite come together in the right way. *Blackfire* is just such a game. When picked apart, *Blackfire* has some outstanding elements, including graphics, sound and depth of play and yet it's not nearly as compelling as it should be.

One set-back for *Blackfire*, in the beginning, is the complex control factor. With time, the controls start to feel more natural, but the first several times through are a struggle just to make your way from one target to the next, much less carry out any sort of mission objectives. It can certainly be argued that the controls are complex because of their reality-based origins. I'm sure flying a combat chopper truly is a pain in the ass, but this game is simply too action-oriented to be treated like a strict sim. Another problem is the enormous number of enemy aircraft in each mission. The fact that you're being attacked from all angles at once creates more of a shoot-everything-that-moves atmosphere than a tactical-style attack.

Beyond the controls, there's still something about the game that never quite clicks. This is not to say the game, with its many complex missions, can't be

rewarding, but for the most part the gameplay is a little too hectic to ever really settle into the action. GP

The Missions

A detailed explanation of each mission is necessary for any sort of success.

Detailed images of specific targets help to clear-up any confusion about what's what.



With some practice, you can master the technique of hovering just above the ground to take out land targets.



Air combat is the main focus of this game and the most challenging aspect as well.





**DON'T TRY THIS
AT HOME.**



OKAY, YOU CAN.



Now playing on Sega Genesis™ and Game Gear™

FOR MORE INFORMATION, PLEASE VISIT SEGA'S WEB SITE AT <http://www.sega.com> OR ON COMPU SERVE AT GO SEGA.



SEGA, GENESIS and GAME GEAR ARE TRADEMARKS OF SEGA, TM & ©1995 TWENTIETH CENTURY FOX FILM CORPORATION. TM & ©1995 SABAN ENTERTAINMENT, INC. &



SABAN INTERNATIONAL N.V. ALL RIGHTS RESERVED. ©1995 SEGA, P.O. BOX 8037, REDWOOD CITY, CA 94063. ALL RIGHTS RESERVED.

SATURN

GENRE / adventure
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / mem. card
PUBLISHER / Sega
DEVELOPER / Sega
AVAILABLE / now
PRICE / \$59.99



MANION OF THE HIDDEN SOULS



After wandering aimlessly around his tiny one bedroom apartment, Patrick Baggatta was anxious to see how the other half wandered.



Obtaining clues from the spirits is the key to success.

Debuting for Sega on the Sega CD, *Mansion of the Hidden Souls* has taken a sizable jump on the Saturn. With detailed rendered graphics, an ambient soundtrack and genuinely spooky characters, this is a game that truly benefits from the power of the Saturn.

It is somewhat disappointing that the movement within the mansion is limited to predetermined steps ala 7th Guest or Myst, but the storyline more than makes up for the technical limitations. At very least, *Mansion of the Hidden Souls* is a challenging and somewhat twisted game with plenty of beautiful rendered graphics to gawk over along the way. **GP**

10 GRAPHICS

10 MUSIC & SOUND

7 INNOVATION

7 GAMEPLAY

8 REPLAY VALUE

VERY GOOD
78%

The beautifully rendered graphics help to create the devilish mood of the game.



There are some bizarre items in this particular mansion.

SATURN

GENRE / strategy
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / temporary cart
PUBLISHER / Maxis
DEVELOPER / Maxis
AVAILABLE / now
PRICE / \$60.99



SIM CITY 2000



When he found out the little people wouldn't worship him as a god, Chris Charla tormented them with plagues of frogs, lice, and flies.



In addition to building your own cities, you can also try your hand at pre-made scenarios, like rebuilding San Francisco after the Loma Prieta earthquake.

The sequel to one of the most popular strategy games ever, *SimCity 2000* adds a whole new level of complexity to the city management game. If you like this type of game, you'll probably have the patience to wade through the complex interface screens with a joystick (this game screams for a mouse). Taking the role of mayor of a town, you must attract SimCitizens and keep them happy by zoning areas for residences, commerce and industry, building schools, universities, police stations,



There are plenty of charts and graphs for statistics freaks.

7 GRAPHICS

4 MUSIC & SOUND

8 INNOVATION

7 GAMEPLAY

8 REPLAY VALUE

VERY GOOD
72%

airports, roads, subways, and well, you get the idea. The catch is (of course) that you have limited resources (money) with which to build your metropolis. And, oh yeah, you have to deal with periodic disasters — fires, floods, riots, tornadoes, earthquakes, even space monsters. Pretty Cool. **GP**

You have the chance to deal with unrealistic disasters, like attacks by extremely cheesy space aliens.



I SEE THE WORLD AS MY VERY OWN EMPIRE

FILLED WITH ORCS, DWARVES, ELVES AND OTHER CREATURES THAT ALL
EXIST FOR THE SOLE PURPOSE OF HELPING ME OVERCOME THE FORCES
OF CHAOS. OF COURSE, IF MY OLD LADY WANTS TO SEE IT WITH ME,
I HAVE TO POP THIS BACK INTO OUR PLAYSTATION!

WARHAMMER
Shadow of the Horned Rat

With a slew of battle scenarios, texture-mapped 3D graphics and the rush that only comes from
leading a bunch of medieval misfits into war, it's no surprise some people find
Warhammer: Shadow of the Horned Rat to be, shall we say, a bit mind-altering.



© 1995 Hirescape. All rights reserved. Warhammer: Shadow of the Horned Rat is a trademark of Games Workshop. Hirescape is a registered trademark. The Warhammer logo is a trademark of Games Workshop. All other trademarks are the property of their respective owners.

SUPER NES

GENRE / action
PLAYERS / 1
SIZE / 24 Mbits
SAVE FEATURE / password
PUBLISHER / Accolade
DEVELOPER / Accolade
AVAILABLE / now
PRICE / \$69.99



We knew it was a bad day when Trent Ward tied a pinata around his neck, jumped up on his desk, and screamed 'Get this demon off my back!'

Since *Spawn* is one of the hottest comic book properties available, it was only a matter of time before someone made it a side-scroller. For those not familiar with the hero, *Spawn* is a man who died and found himself in the clutches of an immensely powerful demon. The demon placed him back on Earth with unbelievable superpowers, but each use of those brings him closer to eternal damnation. Sadly, in this new cart, the gritty demonic warrior has been given the hauntingly familiar tasks of running from left to right, hitting people and beating up oversized bosses at the end of each level.

Play graphics are solid, but never really show off any new effects. Comic book panels feature *Spawn* and several of his marauding enemies as they argue back and forth before settling down to

the serious business of pounding the bejussus out of each other. The soundtrack is OK, but nothing that will have you whistling in the dark.

Although life-drawing special moves add a unique feel, in the end you'll find that these moves are so difficult that you'll want to use them only on the bosses. There are plenty of levels though, and the password function

With so many children in peril, *Spawn* has no choice but to put his soul in danger and rescue them.

makes it pretty easy to pick back up where you left off.

If you're a huge fan of the comic book, you may want to pick this up, but if you're into exciting, innovative games, leave this one alone. **GP**

SPAWN



As the Infernal *Spawn*, you have on almost limitless power. It's too bad that each use brings you closer to Hell.



As this elevator heads down, it stops every so often to fill up with enemies. Anyone remember *Double Dragon*?

Puny gunman! Prepare to face the power of a demonic ass-whuppin'.

Overkill is kind enough in your second encounter to fill you in on all the details of the bad guy's plans.



TIME: DO WHAT THE MAN PAYS US FOR. BRING 'EM DOWN!

In between each level, you'll be treated to static comic book style cut scenes. These could have used some work.

6

GRAPHICS

- Smooth animation and lots of different bad guys to look at.
- Some stuff you've seen for the last three years.

6

MUSIC & SOUND FX

- The crummy music adds to gameplay.
- The sound FX are reminiscent of every other side scrolling beat-em-up.

4

INNOVATION

- Basic controls are quick and responsive and pretty easy to get used to.
- ...how innovative can running from left to right be?

6

GAMEPLAY

- Controls are easy to get used to.
- The special attacks are too much trouble to pull off.

5

REPLAY VALUE

- Password backup makes it easy to continue playing where you left off.
- Once you've beaten it, you won't want to play it anymore.

55%
AVERAGE

WHEN I'M NOT BUSY EXTRACTING MOLARS

I LIKE TO JUMP INTO MY SPACE FIGHTER OR MECHANIZED WARRIOR SUIT
AND SAVE THE EARTH FROM AN ANCIENT ALIEN RACE. WHEN I'M FINISHED,
I KEEP THE CD OUT OF MY PLAYSTATION AND HIDE IT IN A MEN AT WORK
JEWEL CASE, WHEN MY KIDS WOULD NEVER LOOK.



With live action video, seamlessly rendered graphics and three types of gameplay, *The Men At Work Game* is the
space fighting game you just might want to keep to yourself. (However, if you still belong
to the Men At Work fan club, might we suggest Loverboy, Twisted Sister or Milli Vanilli.)



© 1995 Mindscape, Inc. and Sony Interconnect Entertainment. All rights reserved. Mindscape is a registered trademark, its logo and the
Men At Work are trademarks of Mindscape, Inc. Sony PlayStation is a trademark of Sony Computer Entertainment Inc. All rights reserved.



SUPER NES

GENRE / action/RPG

PLAYING / 1

SIZE / 8 Mbit

SAVE FEATURE / sav., anytime

PUBLISHER / JVC

DEVELOPER / JussArts

AVAILABLE / now

PRICE / \$59.99



When he was younger, Jeff Lundrigan used salt to destroy the evil slug invaders. Now that he's older, he uses a computer, and only his language is salty!

BIG SKY TROOPIER



So your ship looks like a puppy dog, and the ship's computer is named FIDO, who cares? You may not want to play it in front of the guys from the biker bar up the street, but it's still pretty cool.



When you arrive at each new planet, you've got to blast the slugs' orbiting ships before you can land. Asterisks, anyone?



Once you land, you've got to fight the big green nasties hand to hand and clear the planet before you can move on to the next one on the map.

This is surprisingly fun. I say surprising, because when first popped it in, the way, way too cute graphics threw me. OK, I figured, it's a game for little kids, I can deal with it.

However, don't let the look of the thing fool you. A combination action/RPG, the gameplay is actually pretty interesting. The universe has been invaded by big green slugs, intent on sabotaging the four machines that keep all of time and space working smoothly. You have to travel from planet to planet, defeating the slugs and finding the four guys who maintain the cosmic balance before they do.

Imagine *Star Control* performed by the Muppets and you sort of get the idea. It's not groundbreaking, and the level of humor is definitely grade school — your ship is shaped like a big floppy-eared dog, and you can keep slugs off a cleared planet by setting up fast food franchises — but for something so outlandish, there's a fair amount of depth.

It ain't great — you find as many important items by trial and error as by following clues, and a lot of levels are big, too complicated mazes — but it ain't bad, and especially if you're younger, it occupies your time pretty painlessly. **GP**

There's a lot of dood-maling as you fly around as well. You run into folks who offer you battlesuit upgrades in exchange for all sorts of strange items, which you have to find.

The map of the galaxy looks suspiciously regular — I always pictured stars and planets being laid out a little more randomly, but it works, and you can travel to any planet you've cleared of slugs.

6

GRAPHICS

- Bright, colorful, clear.
- ...but way too cute for my taste. Maybe not yours, though.

6

MUSIC & SOUND FX

- Some of the music is pretty good.
- Some of it isn't, and the sound FX could use work.

6

INNOVATION

- Never seen a ship that looked like that before.
- This is standard action/RPG stuff.

8

GAMEPLAY

- There's plenty to do, and it won't bore you.
- Saccharine kiddie stuff might put you off.

8

REPLAY VALUE

- Lots of revisiting areas when you find new powers.
- I'm pretty sure once you've beaten it, there's nothing more to find.

76%
VERY GOOD

WHEN YOU'RE DUCKING LASERS FROM INTERGALACTIC
AIRSHIPS THAT ARE WHIZZING BY YOUR MELON LIKE A

SWARM OF SUPERSONIC YELLOW JACKETS

ON FAST FORWARD, IT'S IMPORTANT TO BE AS AERODYNAMIC AS POSSIBLE.

THEREFORE, I SHAVE MY ENTIRE BODY BEFORE EVERY RACE. AND WHEN

I'M FINISHED, I SIMPLY CLEAN THE SHAVING CREAM OFF MY MIRROR AND

POP IT BACK INTO MY PLAYSTATION.



When the CyberSpeed™ 2 disc is inserted, you can enjoy the most intense racing experience ever. With CyberSpeed 2, you can enjoy the most intense racing experience ever. With CyberSpeed 2, you can enjoy the most intense racing experience ever. With CyberSpeed 2, you can enjoy the most intense racing experience ever.



© 2000 HingeGate. All rights reserved. CyberSpeed 2 is a registered trademark of HingeGate. PlayStation 2 is a registered trademark of Sony Computer Entertainment Inc.



**SMASHING TWO HEADS
IS BETTER THAN ONE!**



**THE JURY BELIEVES IN
CAPITAL PUNISHMENT!**



WEB OF CONFUSION!



THE VERDICT IS NO MERCY!



**NO SYMPATHY
FOR THE SYMBIOTE!**

PARTING IS SUCH SWEET SORROW.



Venom® Spider-Man®

SEPARATION ANXIETY™



**VENOM™ AND SPIDER-MAN®
BURY THE DIGGERS!**



**FIVE
TIMES
THE
CARNAGE!**

Venom® has been violently split from his living costume, spawning five deadly alien Symbiotes. In fierce two-player action, Venom joins forces with arch-enemy, Spider-Man®, to face the new strain of evil brought to life by chilling computer-rendered graphics. Between the merciless Jury and awesome allies like Ghost Rider and Daredevil, Venom's out to part his Symbiote offspring from their newfound life!

SUPER NES®

GENESIS™



VENOM and SPIDER-MAN are registered trademarks of Marvel Characters, Inc. and are used with permission. © 1995 Marvel Characters, Inc. All rights reserved. Venom and Spider-Man are trademarks of Marvel Characters, Inc. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners. All other trademarks are the property of their respective owners.





SUPER NES

JOHN J. COFFEY
1 PLAYERS
16 MINS. 2-10 MINS.
password / SAVE FEATURES
Playmate / PUBLISHER
Team Software / DEVELOPER
now / AVAILABILITY
\$49.95 / PRICE

WildCATS

When Roger Burchill began choking, we thought he should see a doctor. Then he coughed up a furball and headed for the sandbox with a smile.



Based on a comic book by Jim Lee, WildCATS presents a world where a renegade Covert Action Team protects mankind from the evil Daemonites. Of course, the world you enter is (sigh)... a side-scrolling one.

The gameplay borrows heavily from games like *Final Fight*, *Double Dragon* and *Teenage Mutant Ninja Turtles*, all of which are games that should be gathering dust in most people's closets by now. Besides the occasional climb up a wall, there is not much challenge beyond walking to the right, fighting some bad guys, walking to the right and fighting some bad guys. Just keep hitting the attack buttons and you won't have any problems.

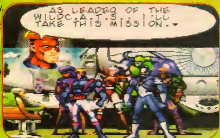
On the upside, WildCATS lets you assume the role of either Spartan, Maul or Warblade, depending on the specific mission. Each character has their own special attacks which add a little variety to the fighting. The sprite-based

graphics are not extraordinary, but they are pleasing enough to help create the illusion that you are watching a comic book story unfold.

All in all, even if you are a big fan of the WildCATS comics, all you're gonna have after eleven levels of this game is tan fired fingers and a lot of regret. **GP**



Still, variety is the spice of life, however limited the choices.



Meet the gang — by the way, you can only play three of them



The primary and secondary attacks put a little zip (or is that zap?) in the game.



In the end, the designers must have been in a fog...

...because this game just leaves you climbing the walls.



GRAPHICS

But no matter how much you attack (and believe me, that's all you do), you'll get your pay-back. Yowza!

MUSIC & SOUND FX

- Most elevators have better music.
- I think there were really only two sound effects - 'Pow' and 'Boon'.

INNOVATION

- Another in a long line of side-scrolling action games.
- I don't even want to play the classics of this damn genre anymore.

GAMEPLAY

- All of the characters have special moves.
- Different moves, but you still input commands the exact same way.

REPLAY VALUE

- No two player mode guarantees you'll be alone in your mediocrity.
- Once you finish there is no reason to go back.

50%
AVERAGE

3DO

GENRE / action/fight sim
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / after each mission
PUBLISHER / Studio 3DO
DEVELOPER / Studio 3DO
AVAILABLE / now
PRICE / \$59.99



BLADEFORCE



He loves his blender so much that Jeff Lundrigan once strapped it to his back and ran around the office, screaming 'Death from above!'



I don't usually count this sort of thing, but I have to take a minute to say that *BladeForce* has one of the coolest intro sequences I've ever seen—not to mention one of the most twisted.



This is what the game's all about—flying around and blowing up stuff! Yee-ha! Action!

You know, I like the 3DO a lot, although with a few notable exceptions (*Ming Commander II* and the best home conversion of *Super Street Fighter II*). I never felt the system lived up to its potential.

Well, now I can quit worrying. *BladeForce* is simply one of the best games I've ever played. Period. I could go on about the backstory, but it's not really necessary. The whole thing is just one big excuse to fly around and destroy as much stuff as possible, and that's very, very cool.

The heli-pak lets you zoom around anywhere you want to go and the so-called 'bungee-cam,' over-the-shoulder view is almost guaranteed to make you airsick.

It all takes place in a fully texture-mapped, 3-D environment, and the level layouts are clever and positively lethal. If you want a definite challenge, this is it.

The action is a little repetitive—about halfway through, things get tougher, but not much different. That's pretty minor though. Most of the time, it's such a struggle just to survive, you probably won't notice. **GP**

One other small flaw is that the map isn't as helpful as it could be. New areas don't show up unless you fly directly over them, and it doesn't show resources at all.



This is one extremely challenging game. For one thing you've gotta really worry about your fuel consumption—run out, and you drop right out of the sky.

However, the pace is fast, and there's so many special weapons, hidden areas, and things to destroy, you really can't go wrong. Excellent stuff.



10 GRAPHICS

- Beautiful, texture-mapped city to fly through.
- And it MOVES, baby!

8

MUSIC & SOUND FX

- A great—and loud—rock soundtrack.
- Scraps the edge of generic rock, though.

9

INNOVATION

- There's never been a heli-pak sim before.
- Just two words—Bungee Cam!

10

GAMEPLAY

- If you love to fly, you'll love this!
- Special weapons, challenging game play—what more do you need?

9

REPLAY VALUE

- Screaming action keeps you coming back!
- Gets a little repetitive after awhile.

95%
ULTIMATE



SUPER NES

action / GEN
1 or 2 / PLAYER
24 MB / SIZE
mode / SAVE FEATURE
Capcom / PUBLISHER
Capcom / DEVELOPER
now / AVAILABLE
\$69.99 / PRICE

FINAL FIGHT 3

The original *Final Fight* was one of my favorite games for the then-new Super NES four years ago. The follow up (somewhat predictably titled *Final Fight 2*), added a new character, but not much else. It was still good, but there wasn't much to distinguish it from the first one, and by that time of course, there were a couple of dozen other games just like it.

This latest installment is, once again, more of the same. There's been some attempt to add new spice—a couple of new characters (two new guys, and they switched out the old female fighter for a new one, for a total of four), and a new play feature, the "Super" move. At the bottom of the screen is a new power meter that's filled by beating up enough guys. Once the meter is filled, you can unleash special moves by using (no surprise here) *Street Fighter*-style joystick-button combinations.

While these moves add some new wrinkles to the strategy (especially since the Grappling Super move damages every enemy on screen), they don't exactly stretch the formula, which remains the "Walk-From-Left-To-Right-Hit-Everybody" affair it's always been. There are a couple of different routes through the game depending on which character you choose to play as, but of course, gameplay is exactly the same no matter what the backgrounds look like, and at this point, even the new characters have some pretty uninspired moves.

This really isn't a bad game at all, but the game is starting to be just a little overworked GP

And there are the Super moves—a couple of them look sorta cool, but they don't really make much difference to game play.

First there was Jeff Lundrigan. Then there was Jeff Lundrigan 2. But when we saw Jeff Lundrigan 3 coming into the office, we vowed never to play his evil little game again!



Well, there's a few new characters, and an interesting play mode called "Two Player Auto," where the player controls one character and the computer controls the other.



For the most part though, this is the same *Final Fight* you've seen before, with few surprises and exactly nothing you wouldn't expect.



There are some new enemies as well, along with a number of old ones: the female knife throwers are looking especially good this time around.



GRAPHICS

8

MUSIC & SOUND FX

5

- The music really fits the action.
- You've heard it all before. Even Haggard's roar sounds subdued.

INNOVATION

7

- There are some new moves and features.
- Overall, it plays just the same as the last two.

GAMEPLAY

REPLAY VALUE

7

- Few different characters to play with.
- No extra interesting stuff to make you want to play again.

- Lots of action and some interesting moves.
- The same thing, level after level.

68%

GOOD

LOOKS CAN KILL.

Get on the winning team or get out of the way. Jim Lee's WildC.A.T.S. are slashing their way onto the screen of your Super Nintendo Entertainment System. You take control of Spartan, Maul or Warblade in their ultimate mission against the evil Helspani and his Daeminites. Work together and the WildC.A.T.S blast through eleven worlds of tense battle and unfathomable danger. Don't, and it won't be just "looks" that kill you.

JIM LEE'S WILD.C.A.T.S. COVERT-ACTION-TEAMS

SUPER NINTENDO
ENTERTAINMENT SYSTEM



Interaction Entertainment, Inc.

16200 Topper Way
Los Angeles, CA 90048
(714) 362-1710

Licensed by Nelvana Entertainment Inc.

Designed and developed by Beam Software PTY LTD

Program © Copyright 1995 Beam Software PTY LTD

Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc.

©1991 Nintendo of America Inc.

WildC.A.T.S. Covert Action Teams is a trademark of Beam Software Inc.

Beam Software Inc. is a registered trademark of Beam Software Inc.

Beam Software Inc. is a registered trademark of Beam Software Inc.

NOBODY LIKES ME, EVERYBODY HATES ME, I'M GONNA EAT SOME WORMS...

Remember that song? It seems like we all sang it at one time or another. And it's a darn good thing you did it, too, because that's how you can win the Earthworm Jim 2 contest! That's right! Just eat a big old mouthful of icky, slimy worms and win bigtime! Wait... don't do it! We were just... kidding! Yeah, that's it... we were kidding. So how do I win, you may ask. We'll make it as simple as possible. All you have to do is find some pictures of a worm, a princess, a puppy, a cow

and a crow. (Remember, it's NOT a good idea to use the new encyclopedia your folks just bought. An old magazine is much better... well, not really), and send 'em, with your name, address, phone number and age to:

The 'Worms Are NOT Food' Earthworm Jim 2 Contest,
1350 Old Bayshore Highway, Suite 210,
Burlingame, Ca, 94010

GRAND PRIZE

An Earthworm Jim cartoon cel that was used in creating the Earthworm Jim cartoon show!

SECOND PRIZE

A set of low-numbered Earthworm Jim action figures. We've got some here at the office. We told you we had a fun job! Three people can win this!



THIRD PRIZE

An Earthworm Jim 2 game cartridge. We've got this here, too. Man, this is a great job! Ten people can win this.

CONTEST RULES! NO PURCHASE NECESSARY!

To enter, send the following pictures cut out of magazines or other sources: a worm, a princess, a puppy, a cow, and a crow. In an envelope with your name, address, phone number and age to Earthworm Jim 2 Contest, 1350 Old Bayshore Highway, Suite 210, Burlingame, Ca, 94010. No purchase or payment of money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received on or before January 29th, 1996. All entries become the exclusive property of the Sponsor and will not be acknowledged or returned. Sponsors assume no responsibility for lost, misplaced, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per household.

Prizes:

1 Grand Prize: One (1) Earthworm Jim cartoon cel (approximate value \$500).

5 Second Prizes: Three (3) sets of low-numbered Earthworm Jim action figures (approximate value \$200).

10 Third Prizes: Ten (10) Earthworm Jim 2 cartridges (approximate value \$70).

Prizes will be awarded by a random drawing from all valid entries by the date of DRAWING, whose decision is final. Drawing will be held on January 29th, 1996.

All prizes will be awarded. Prize winners will be notified by mail. Prizes are non-transferable. No substitution of prizes are allowed, except at the option of the Sponsor.

Prizes should be received by the winner.

Prizes of Winner.

The odds of winning will be determined by the number of valid entries received.

SLIGHTLY:

Drawings open to residents of United States and Canada. Held in Quebec. An entrant who has the above mentioned certain needs or status at any principal institution as well as the above mentioned will be disqualified and no winner will be selected. Winner or their legal guardian shall sign an affidavit of eligibility and a copy of the affidavit shall be submitted to the Sponsor within 30 days of notification of winning status or within 30 days of acceptance of prize. Winner's agreement to the use of their name and/or likeness for purposes of advertising, public relations or promotional efforts further representation, unless prohibited by law, is required by the Sponsor. Playmates Publishing, Inc., Playmates Interactive Entertainment, and Playmates Toys and their respective subsidiaries, affiliates, subsidiaries and associated companies, and their families are not eligible. Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys and their family, representatives and employees have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winner's liability shall be limited to the purchase price of the prize and shall be in no way greater than the value of the prize. Winner's liability shall be limited to the purchase price of the prize and shall be in no way greater than the value of the prize. Winner's liability shall be limited to the purchase price of the prize and shall be in no way greater than the value of the prize. Winner's liability shall be limited to the purchase price of the prize and shall be in no way greater than the value of the prize.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.

Playmates Publishing, Inc., Playmates Interactive Entertainment and Playmates Toys.



AND WHY WOULD YOU
WANT TO DO THIS?
IT'S SIMPLE.
YOU COULD WIN
SOME REALLY
INCREDIBLE STUFF.
JUST CHECK OUT
THESE PRIZES!



Your entry must be received no later than January 29th 1996, in order to be eligible. So what are you waiting for?

Remember it's easier to cut out pictures than to eat worms. Besides, it leaves more of the delectably slimy things for us!

Yum, Yum!!!

Playmates



Playmates Publishing, Inc.

GENESIS

GENRE / boxing
PLAYERS / 1 or 2
SIZE / 16 Mins
SAVE FEATURE / password
PUBLISHER / Accolade
DEVELOPER / Acube
AVAILABLE / now
PRICE / \$50-60



The ever-brave **Mike Salmon** says, 'George Foreman is a hideous, geriatric glob of lard!' And if George wants to do something about it, Mike could use the money.



Where's the fun? Maybe Big George has been eating it.

Looks like every other bad boxing game, and it plays even worse.

FOREMAN FOR REAL

You know, *Foreman For Real* is the second Genesis boxing effort to sport the glutinous boxer's name. The first was a (non-lewd) line purty of fun, but this second effort is just weighted down. In the three years between the games, the developers have managed to destroy the gameplay, ruin the graphics, and pull out every bit of fun.

You can take a boxer through a tournament, season, or exhibition, but no matter how you play *Foreman For Real*, it isn't much fun. What you do most in *FFR* is mash the buttons in hopes that your opponent eventually falls. And this just isn't fun!

Even EA's *Toughman Contest* is more fun than this sluggish slug fest.

Once again to recap, *FFR* is slow, boring, and stupid. **GP**



Different fictitious boxers lack the personality of *Super Punch-Out*, or even the original *George Foreman Boxing*.

- 6 GRAPHICS
- 7 MUSIC & SOUND
- 2 INNOVATION
- 4 GAMEPLAY
- 5 REPLAY VALUE

LACKING **46%**

JAGUAR review

JAGUAR

GENRE / action
PLAYERS / 1
SIZE / 16 Mins
SAVE FEATURE / backup RAM
PUBLISHER / Atari
DEVELOPER / Acclaim
AVAILABLE / now
PRICE / \$50-60



If his father was captured by mystic mayan spirits, **Mike Salmon** wouldn't fight 'em. He'd take on his sisters for Dad's 1971 Gremlin convertible.



Rubber plants, bouncy spider webs, and zany (yes, zany) animations are standard *Pitfall* fare once again.

PITFALL
The Mayan Adventure

By now, *Pitfall* is on the Jag, which means no matter what system you own, you can play *Pitfall*. It's not that *Pitfall* is a bad game — it's just getting real old. The animation is ultra-smooth and some bungee-jumping and vine-winging is always fun, but the Genesis version of this game was out over a year ago.

The Jaguar is up to the task of keeping their version on par with the Sega CD. With great music, sound FX, and some pretty graphics, *Pitfall* has never been better. There's a playable version of the Atari 2600 version of *Pitfall*, and as Jag games go, *Pitfall* is easily one of the ten best. It's starting to get real old, but *Pitfall* is still a fun little game. And, besides, it's better than playing *Bubsy*. **GP**



The Jaguar version has added a frame to the screen. Wow, that can only be done on a 64-bit machine! (I'm just being sarcastic again. Oh, well.)

- 8 GRAPHICS
- 9 MUSIC & SOUND
- 5 INNOVATION
- 7 GAMEPLAY
- 7 REPLAY VALUE

VERY GOOD **71%**



The Sony Playstation Custom Edition.

Over **50** levels of madness and mayhem

from **Doom I and II**

Plus unique, new levels

of destruction as well.

All the weapons, monsters,

and painful **surprises** you loved before.

And even a two-player

Deathmatch mode

for when you're feeling

really, really nasty.

free



on the
Sony Playstation



GENESIS

GENRE / action
 PLAYERS / 1 or 2
 SIZE / 16 MB
 3D / 2D / 2D
 PUBLISHER / Acclaim
 DEVELOPER / Software Creations
 AVAILABLE / now
 PRICE / \$55.95



THE FOUNDATION PLANNED TO
 WORD THE CHARTER WITH
 THREE SECTIONS. ONE WAS A
 SMALL, NEW UNIT. THE OTHER
 COTTON-WOOL, METAL
 FEMUR OF THE REBEL
 GENERAL, CARRIED
 THAT THE SUBJECTS
 STOOD AT ALL COSTS. IF
 IT WERE EXPLOSIONS IN THE
 HELP OF THE DISTRICT VENTURE.



SEPARATION ANXIETY



Ever since he got separated from his Mommy at the mall, Mike Salmar's been having anxiety attacks. They've been going on for a year now.

Although you wouldn't know it by the title, *Separation Anxiety* is the sequel to the popular *Maximum Carnage*. And once again, you get to take Spidey or Venom through several Final Fight-type levels, by punching, kicking, and web-slinging. In *Separation Anxiety*, you also get a two-player mode where the two comic book heroes can fight together.

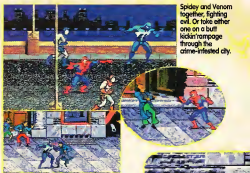
The graphics, action, and sound are all on par with its predecessor but, other than the two-player mode, nothing of interest has been added. Fans of

the comic book are likely to appreciate some of the authenticity of the story (due to Marvel's involvement), and some can never get enough of the webbed-one. But as an action game, *Separation Anxiety* just doesn't make the grade. It's an OK title, but it's too much like too many other games and offers nothing new or interesting.

You know what kind of game this is. If you like it, then you better separate yourself from 60 bucks. If you don't like it, you could send the 60 bucks to me, 'cuz I can use it.

GP

Spidey and Venom together, fighting evil. Or take either one on a built kickin' rampage through the crime-infested city.



WEB-SLINGING HIGH ABOVE THE STREETS OF MANHATTAN, SPIDER-MAN SAW THE DOLLY SIGHT OF HIS ARCH-ENEMY, VENOM, UNCONSCIOUS IN AN ALLEY. WHILE RECOVERING, VENOM TELLS THE WALL-CRAWLER OF HIS ESCAPE FROM THE LIFE FOUNDATION, AND THE REVEAL OF THE FIVE SUNBURN.

Text and storyline from the actual comic book is sure to please the fanatics and can be easily skipped by the non-believers.



Swinging from the wall and pulling off Scorpion's special move from *MX*. Only an arachnid could do both of those.



7

GRAPHICS

- Looks just like *Maximum Carnage*.
- Doesn't look any better a year later.

7

MUSIC & SOUND FX

- The music and sounds are pretty intense, for a Genesis game.
- No Green Jolly leaves the soundtrack pretty bland.

3

INNOVATION

- It's the sequel to a copy of a game.
- It's not breaking any new ground.

7

GAMEPLAY

- Two player mode is a good addition.
- It's just another Final Fight clone.

6

REPLAY VALUE

- Comic book fans will love the authenticity.
- Other than that, this game is extremely repetitive.

60%
GOOD

FROM ZERO TO HERO



AVAILABLE NOW!



© 1995 New Line Productions, Inc. All rights reserved. TM, SM, ® and related copyrights are trademarks of New Line Productions, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America, Inc. Super Pearl Software is a division of E&S, Inc. © 1995 E&S, Inc.

TO ORDER DIRECTLY, CALL:
1-800-4-FUN-004 EXT. 55

Use your Visa or MasterCard while supplies last. Prices gooder subject to change without notice. Also available at your favorite local retailer.

FOR GAME HINTS OR INFORMATION ON OTHER
BLACK PEARL SOFTWARE AND MALIBU GAMES,
CALL (818) 501-3241

IN TODAY'S WAR BE
IT APPEARS ONE SIDE HAS



POWERED BY
namco



Tekken. More brutality for your buck.



You're looking at the fastest racing game in history. Ridge Racer.

In Air Combat, you're a mercenary on a mission. Make that 17 missions.

TWEEN 32-BIT SYSTEMS,
GAINED AN UNFAIR ADVANTAGE.

FUNNY, WE THOUGHT
WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation.
Because according to critics, these are three of the best games out there, regardless of the
hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.

© 1997 NAMCO. Ridge Racer, Tekken, and Tekken 3 are trademarks of Namco Ltd. All rights reserved. PlayStation is a registered trademark of Sony Computer Entertainment Inc. The PS Family logo is a registered trademark of Sony Computer Entertainment Inc.



SMALL SCREENS

If the eyes are the windows to the soul, then it should be easy enough to spot the red and irritated soul of a Small-Screen player. Of course, the twisted, arthritic thumbs are pretty much a giveaway as well.

JUNGLE STRIKE

Systems: Game Boy & Game Gear

Publisher: T*HQ

Developer: Malibu/Black Pearl
now available • \$29.99/\$34.99

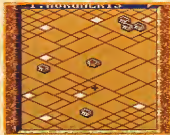
Judging from the successful Game Boy and Game Gear translations of *Desert Strike*, the predecessor to *Jungle Strike*, it was difficult to expect anything less this time around. Fortunately, we have once again been treated to two solid hand-held titles in *Jungle Strike*. Debuting on the Genesis, this helicopter adventure game does a nice job of mixing fast-paced action with strategy elements. Completing each of the eight missions involves destroying enemy targets, collecting the spoils of war and retrieving lost items and allies.

Though the action takes place in the jungle this time, as opposed to the desert of the original, the gameplay is very similar. Piloting your Comanche helicopter above the trees while enemies carry out their evil deeds below is still the object and still takes a great deal of skill to do well. The key to the enjoyment of this game is in learning to control your copter to perfection while developing pinpoint accuracy with your numerous weapons as you go.

The graphics in both versions are simplistic, but clear and to the point making the action easy to get into and the strategy elements easy to follow. The Game Gear version does have a certain advantage with the addition of color, but for the most part they're pretty close in overall enjoyment.

Abhihi Green grass, white fences, and houses the color of... the street? Oh well. The color of the Game Gear adds to the sense of reality in *Jungle Strike*.

Learning to maneuver this tricky little high-tech wonder will take some time, so be prepared to crash and burn a few times at first.



The map option is essential in completing each mission. You gotta know where you gotta go, right?

GAME BOY

- 7 GRAPHICS
- 6 MUSIC & SOUND
- 6 INNOVATION
- 8 GAMEPLAY
- 8 REPLAY VALUE

OVERALL **77%**

GAME GEAR

- 8 GRAPHICS
- 6 MUSIC & SOUND
- 6 INNOVATION
- 8 GAMEPLAY
- 8 REPLAY VALUE

OVERALL **78%**

HERE'S THE SITUATION:
WE HAVE SPY
SATELLITE PHOTOS OF
THE BLAST AREA
DURING DETONATION.



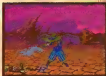
Following mission objectives is what sets this game apart from most pure action games.

SHAQ FU

System: Game Gear
Publisher: T*HQ • **Developer:** Delphine
 now available • \$34.99



The disappointing character selection is most evident in the dual mode.



The move list for Shaq is somewhat impressive.

7 GRAPHICS

8 MUSIC & SOUND

6 INNOVATION

7 GAMEPLAY

6 REPLAY VALUE

OVERALL **67%**

The story mode adds a bit of strategy, but it doesn't change the gameplay that much.

Debuting on the 16-bit systems to lukewarm reviews, the developers of *Shaq Fu* for the Game Gear had their work cut out for them. Could this mediocre fighting game be transformed into something great for the Game Gear? There were a few issues that needed to be addressed if this title were to be saved and for the most part, they were all dealt with quite well.

One of the most serious changes against the original version was that the characters were too small, but on the GG screen the characters are adequately sized. Another near miss of the original was in the sluggish game play. Though the emphasis on animation made for gorgeous graphics, the gameplay suffered as a consequence. The Game Gear version, on the other hand, takes a more direct approach and does very nicely in the gameplay category. An unfortunate

downgrade from the original, however, is in the number of characters. With only five different warriors to battle against, there's not much here in the way of variety. *Shaq Fu* does offer some variety by way of single match duels, or story-mode play, but the end result is still the same.

Shaq Fu doesn't exactly break any barriers in the world of 2-D fighting games, but if you're a fighter-junkie with a need to travel, this is a pretty good choice.



The animation is still smooth as silk without the sluggish controls. If only they could have made the game play this smoothly on 16-bit consoles.

7 GRAPHICS

6 MUSIC & SOUND

7 INNOVATION

5 GAMEPLAY

7 REPLAY VALUE

OVERALL **61%**



The DSV is slow-moving but extremely powerful.

SEAQUEST DSV

System: Game Boy • **Publisher:** T*HQ
Developer: Malibu • now available • \$29.99



The Probe Submarine is a faster machine, but it's still sort of sluggish.

Just like in real submarine warfare, using Sonar to detect mission objectives is a must. It gets awful dark under water, ya know?



Based on the quasi-successful television series, *seaQuest DSV* is an underwater adventure game with a social conscience. There are several different missions each with a different objective and slightly different style of gameplay.

You begin the game by piloting the mothership and then, throughout the game, you control a smaller probe and even an individual diver at times. Completing each mission takes a little while and with seven missions total, there is quite a bit here to deal with.

SeaQuest is, unfortunately, the kind of game that leaves you wondering whether or not this game should have been made for the Game Boy at all. Due to the vast areas covered in the game (more or less the entire sea floor), everything has been shrunk down to miniature proportions. It's not that the game wasn't done well. The graphics, after all, are fairly sharp and the mission objectives are pretty involved, but the minuscule screen of the Game Boy makes it difficult to perform the precise maneuvers required in such a game. In the end, *seaQuest DSV* may simply be too large a game for the Game Boy and would have probably been better off remaining on the 16-bit platforms.

Renegades have been sinking U.E.O. cargo ships containing canisters filled with radioactive material.

Mission objectives need to be followed closely to succeed in *seaQuest*.



THE WORD IS OUT



THE FINAL EDITION

The writing is over: Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best sports game - to ever come down the pipe.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season

into the future. Awesome.

BUT, A WORD - OR WORDS - OF WARNING Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?

ON SALE NOW AT YOUR FAVORITE DEALERS. SUGGESTED RETAIL PRICE, \$69⁹⁹ OR LESS



Some content may be inappropriate for children under the age of 13. This rating is based on the content of the game. For more information on this rating system, please visit the ESRB website at www.esrb.org.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



GENESIS



This rating and its description are for your reference only. The actual content of the game may vary. For more information on this rating system, please visit the ESRB website at www.esrb.org.



© 1994, Ltd. 1994 "TECMO" is a registered trademark of Tecmo, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega® Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Nintendo for play on the Super Nintendo Entertainment System. Nintendo, Super Nintendo and official seals are registered trademarks of Nintendo of America Inc. This product has been rated by the Entertainment Rating Software Board. For information about the ESRB ratings, please contact the ESRB at 1-800-771-6388.

Tecmo, Inc. • 19260 South Van Ness Avenue, Torrance, CA 90561

Phone (310) 787-2900 Fax (310) 787-3131



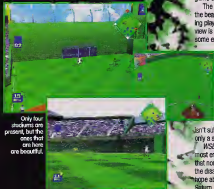
GP SPORTS



With football season in full stride, basketball starting up, and hockey on the way, this is a great time of the year for sports fans. And with EA's annual updates coming in by the truckloads, it's also a great time for sports gamers. So, before you trade in your GameSe for that PlayStation, you might want to check out some of the hot new sports titles still coming out for the 16-bit machines.

Most anticipated arrivals at my desk: Madden '96, NFL GameDay, NHL Face-off, and NHL '96 for PlayStation; World Series Baseball, Protime Football, and NBA Action for the Saturn. I'm also dying to get a look at games from new players like Imray, Korami, and Crystal Dynamics. One thing's for sure — this Christmas is going to see the entire face of sports gaming change forever, and I say it's about time.

Mike



Only four stadiums are present, but the ones that are here are beautiful.



WORLD SERIES BASEBALL

System: Saturn • Publisher: Sega • Developer: Sega of Japan/US
Now available • \$55-65



Welcome to the next generation! World Series Baseball is exactly the kind of sports game that has had me go coiled. We saw the Japanese version (*Greater Wine*) a couple months ago and I was amazed. But now that Sega has translated this game, installed all the Major League Players, and added even more speed, I can honestly say that this is the best baseball game ever, period.

The graphics are like nothing you've ever seen before, with the beautifully rendered 3-D stadiums and ultra-realistic looking players. The choice of four different views or a random view is awesome. And each one of those views is playable to some extent. The middle view is the easiest to play with, while the chase cam is definitely the prettiest. The sound is crystal clear and the announcer is just simply amazing. He calls every pitch, doesn't lag behind the action, and even changes the tone of his voice in clutch situations. The action is faster than any baseball game, and as fast as a real baseball game should be.

However, the game isn't perfect. There are only four stadiums (Wrigley, Astrodom, Yankee Stadium, Fenway) present, the arcade-style pitching isn't suited to gun fans, and an occasional ball off the fence is only a single.

WSB plays fast, has an easy interface, and is one of the most enjoyable Saturn games available. It's such a good game that non-baseball fans are going to enjoy this one, too. After the disappointing NHL game, WSB gives Saturn owners new hope about the machine's future in sports titles. If you own a Saturn, buy this game and buy it NOW.



Fast-paced and beautiful, WSB is the best baseball game yet.



A total TV presentation makes you think you're watching ESPN.

10 GRAPHICS

10 MUSIC & SOUND

10 INNOVATION

10 GAMEPLAY

9 REPLAY VALUE

97%
ULTIMATE

NBA LIVE '96

System: **Super NES** • Publisher: **EA**
Developer: **EA** • now available • \$55-65

The players are bigger, the sound is better, the action is faster, but the Super NES version of this game just isn't as good. The arcade-style play of the Super NES version may appeal to some, but the lack of defense and a half-court game make this pale in comparison to the Genesis version as a sim.

There is really no reason to do anything on offense but dunk, and while dunking may be fun, it isn't the only thing that happens in an NBA game. If you're looking for the fastest arcade-type hoops game, the Super NES version should be on top of your list. However, if you want the best pure basketball action, the Genesis is the better version. Either way, *NBA Live '96* looks to be slamming the competition into the ground again.



Dunks, dunks, and more dunks. It's all you need to do in the Super NES version, so get used to it.



The shoot button is the one feature that the Super NES has and the Genesis doesn't.

10 GRAPHICS

10 MUSIC & SOUND

8 INNOVATION

9 GAMEPLAY

8 REPLAY VALUE

88%
EXCELLENT

NBA LIVE '96

System: **Genesis** • Publisher: **EA** • Developer: **EA**
now available • \$55-65

WHAT'S NEW

The new features for *NBA Live '96*



Type in names like Charles Barkley, Rashied Wallace, and Jerry Stackhouse. EA has rated them for you. Now take 'em to the court.



Timmy Hardaway with the crossover and the penetration. It's in the game.

The new features include a spin move or crossover dribble (if the player has that move), and an ability to post-up. The post-up move is the biggest improvement. Now you can dump the ball inside to Hakeem, then use a pivot foot to get an open shot. The offensive and defensive plays have expanded and are even easier to use on the fly.

To real sports fans, the single best new feature is the 'Create a Player' feature. After all, what pro basketball game

would be complete without Charles Barkley, David Robinson, and Michael Jordan? Due to licensing agreements, it's impossible to use any of these players in video games that aren't their own. So how do you rate these superstars and first-round draft picks? In the Genesis version, EA has taken care of that as well. Type in Michael Jordan as a name for a new player and you get complete ratings, size, number, and college attended. It works the same for draft picks like Joe Smith. What this means is that *NBA Live '96* for the Genesis is the only hoops game that has every single NBA player in the game accurately rated.

Things like Tim Hardaway blocking Shaquille O'Neal and Rick Smith knocking down back-to-back threes are definite flaws. But despite a few imperfections, there simply isn't a better basketball sim out there, anywhere.

9 GRAPHICS

9 MUSIC & SOUND

10 INNOVATION

9 GAMEPLAY

10 REPLAY VALUE

94%
ULTIMATE



Toss it to Manning in the post and he plants a pivot foot. Now work the pivot for an open shot.

New free throw meter makes it tougher for the visiting team.

PGA TOUR '96

System: **PlayStation** • Publisher: EA • Developer: EA
now available • \$55-65



The most popular golf series ever makes its 32-bit debut, and it is great. The graphics are considerably better (although, still not as nice as I'd hoped), the interface is simple and the play is fast.

The new circular swing meter and pin-point targeting is precise, so you won't spend the entire tournament at the bottom of the leaderboard. Golf sim fanatics might argue that the interface is too simple, but most are going to enjoy the simplicity. The announcer whispering how your putt is going to break is definitely the best feature.

Crushing a drive down the middle of the fairway is a great feeling and one you may never get on a real course.

Not only does it help you decipher the gridDED green, it also gives you a real feel for a PGA telecast.

PGA '96 doesn't break any new ground to speak of, it's just the best console golf game out there.



ground to speak of, it's just the best console golf game out there.

Battle it out with real pros as the Leaderboards and hole statistics are presented in TV style to make this the ultimate PGA game

Canon
GREATER HARTFORD OPEN
ROUND 1

PL	NAME	ST	PTS	1	2	3	4
1	SWIN	10	1				
2	SWINSON	10	1				
3	KATE	10	1				
4	SWIN	10	1				
5	SWINSON	10	1				
6	KATE	10	1				
7	SWIN	10	1				
8	SWINSON	10	1				
9	KATE	10	1				
10	SWIN	10	1				
11	SWINSON	10	1				
12	KATE	10	1				



Canon
GREATER HARTFORD OPEN
TOURNAMENT STATS FOR HOLE 1

STAT	VALUE
PAR	4
BIRDIE	5
BOGEY	20
DOUBLE BOGEY	23
OTHERS	2
AVG. SCORE	4.4

COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP II

Sega Sports for **Genesis**

The best college football game on the market last year has some serious competition from *College Football USA*. The early version I played was looking decent, but it was too soon to tell if it can compare to last year's effort. As soon as I get a reviewable copy in, I'll let you know if this is 'The' game, or just another game.



But when the action gets close, the game zooms in to reveal some beautiful graphics.



A choice of views that don't look very impressive, but are quite playable.



ON DECK



Finally, baseball without the chili dog farts.

*Abbbb, yes. The boys of summer. Leaning in.
Taking their cuts. And blasting you out of the park with
those long, foul floaters they get from stadium food.
Phew-ee. Good thing there's Virtual League Baseball™—
with big league pitching, slugging and fielding in*



Nice screen shot, huh?



Real 3D graphics

*bigger-than-life 3D. You can
choose from 18 world-class teams.
Set your own pitching rotation.*

*Pick your DH. And play Single Game, All Star or
Pennant Race modes. Catch this, too:
It's the only ball game good enough to
play in the Virtual Boy ball park. So*



*don't just sit there waiting to
burl. Slide into the store, and give it a crack.*

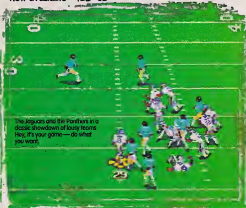


KEMCO®



MADDEN '96

System: **Genesis** • Publisher: EA • Developer: High Score Prod.
now available • \$55-65



- 9 GRAPHICS
- 9 MUSIC & SOUND
- 7 INNOVATION
- 9 GAMEPLAY
- 9 REPLAY VALUE

88.3%
EXCELLENT

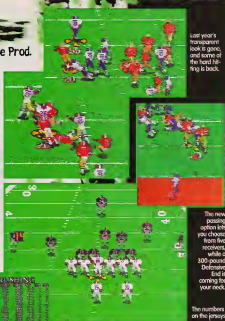
Should the makers of the Madden series spend more time worrying about improving the gameplay and less time creating stupid training camp modes, maybe this series would improve. While the inclusion of the new training camp mode is a nice aside, I play my football games for FOOTBALL, not track and field.

The actual football game is an improvement from last year's pretty poor effort. The players are more solid and each player has the correct number on their jersey, which is a nice effect. The speed that Madden is known for is back and the computer is a much tougher opponent. But Madden has never been known as the best one-player game. Madden makes his money on a great two-player game, and '96 is no different.

Every player and team is present along with the usual "watch out for that truck" Maddenisms, but beyond that, the Madden series is starting to stagnate. Madden fanatics need this game for the updates and arcade players are going to love the two-player game. Madden is still one of the best 16-bit football games—it's just not way ahead of the pack like it once was.

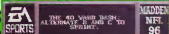


Sim fanatics are going to enjoy the massive amounts of stats.



The new position option lets you choose from five receivers, while a 300-pound Defensive End is coming for your neck.

touch. Even bench warmers like Brad Johnson get the full treatment.



Coaching players is a great way to include live agents and rookies, but why do I have to play Track and Field? I thought this was a football game.

ON DECK

The soccer game that started all this soccer madness is back for another year. This year EA has tweaked the gameplay a bit and added actual players from leagues around the world. Take Manchester United through a rigorous season in the Premier League in England. This is shaping up to be the best 16-bit soccer game yet.



Some great animations bring soccer home to the Genesis.

Real players and leagues bring FIFA an even more authentic feel.

FIFA '96

EA for Genesis



ON DECK



Da Bears! The first pre-rendered team is from Chicago. I wonder where Konami's American office is? Could it be in the Windy City?

Soldier Field in glorious 3-D! Now if we could just see some players out there.

NFL FULL CONTACT

Konami for PlayStation and Saturn

Konami's first in a series of sports games is *NFL Full Contact*, which is being developed and co-designed by Robin Antonick, the original Madden designer. We haven't seen much in the way of actual game screens, but the pre-rendered goodies look nice.



A better color palette... doesn't always translate to a better looking game. Madden '96 is a perfect example.



The ability to pitch the ball at any time is a new feature in both games. Unfortunately, it almost always results in a fumble.



A better color palette doesn't always translate to a better looking game. Madden '96 is a perfect example.

MADDEN '96

System: **Super NES** • Publisher: **EA** • Developer: **High Score Prod.** • now available • \$55-65

Basically the same game as the Genesis, except there are no numbers on the uniforms and you use a different pad. Also surprisingly, the graphics on the Super NES version pale in comparison to the Genesis. I prefer the Genesis version for its slightly more "arcade" feel, but both versions are similar and a fine choice.

- 8 GRAPHICS
- 9 MUSIC & SOUND
- 7 INNOVATION
- 9 GAMEPLAY
- 8 REPLAY VALUE

83.5%
EXCELLENT



KONAMI
XXL
SPORTS SERIES



MAKE FULL CONTACT WITH THE PROS.

FLUID 3-D MOTION
CAPTURED ACTION

SUPERIOR ARTIFICIAL
INTELLIGENCE

REAL TIME SGI
RENDERED GRAPHICS

EVERY NFL PLAYER

ALL 30 NFL TEAMS

REALISTIC PURSUITS

OVER 90 SPECIFIC
PLAYER BEHAVIORS

MULTIPLE VIEWING
ANGLES

PLAYER STATS

FLYING HELMETS



"NFL FULL CONTACT"
GAME TIME: NOV. 19



www.wtinet.com/wti/konami.htm



©1998 Konami America, Inc. "NFL FULL CONTACT" and "NFL" are trademarks of Konami. "Full Contact" is a trademark of Konami. "NFL" is a registered trademark of the National Football League. "NFL" and "NFL PLAYERS" are registered trademarks of the National Football League. "NFL" and "NFL PLAYERS" are registered trademarks of the National Football League. "NFL" and "NFL PLAYERS" are registered trademarks of the National Football League.

SOMETIMES YOU CAN GIVE AND RECEIVE!

Subscribe now and you'll get 13 fantastic issues for just \$24.95 as well as the ultra deceitful, 100% exclusive *Book of Cheats* pecked with tips, tricks and strategies for over 100 of your favorite games as our gift with your paid order.

Give a gift subscription to a friend and they get the *Book of Cheats* too!



**FREE with
your paid
order!**

YES!

To me, me!

Send me 13 issues of

Game Players for just \$24.95 and I'll save over 60% off the newsstand price. Don't forget that *Book of Cheats* you promised me!

Name _____

Address _____

City/State _____ Zip _____

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me

Credit Card # _____ Exp. Date _____

Signature _____

Please signature if under 18

41W81

13 Issues/Canada \$38.95 US\$ Includes GST 13 Issues/Foreign \$48.95 US\$

YES! I'd like to give my friend 13 issues of

Game Players for just \$24.95, a savings of over 60% off the newsstand price. Please rush them the *Book of Cheats* as soon as you receive my payment.

Send gift to:

Name _____

Address _____

City/State _____ Zip _____

Gift is from:

Name _____

Address _____

City/State _____ Zip _____

☐ Payment Enclosed ☐ Visa ☐ MC ☐ AmEx ☐ Bill Me

Credit Card # _____ Exp. Date _____

Signature _____

Please signature if under 18

25N18

13 Issues/Canada \$38.95 US\$ Includes GST 13 Issues/Foreign \$48.95 US\$

*To You
from Me!*

**For 60%
off the
Newsstand
Price!**



BOULDER, CO 80323-0117

P.O. BOX 50117

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

**GAME
PLAYERS**

POSTAGE WILL BE PAID BY ADDRESSEE

FIRST CLASS MAIL PERMIT NO. 1149 BOULDER, CO.

BUSINESS REPLY MAIL

NO POSTAGE
NECESSARY IF
MAILED IN THE
UNITED STATES



BOULDER, CO 80323-0117

P.O. BOX 50117

SEGA • NINTENDO • SONY • 3DO • ATARI • ARCADES

**GAME
PLAYERS**

POSTAGE WILL BE PAID BY ADDRESSEE

FIRST CLASS MAIL PERMIT NO. 1149 BOULDER, CO.

BUSINESS REPLY MAIL

NO POSTAGE
NECESSARY IF
MAILED IN THE
UNITED STATES



**SEGA.
SONY.
NINTENDO.
ATARI.
3DO.
ARCADE.
TOTAL
VIDEO
GAME
POWER.**

Game Players was the first video game magazine in America. And it's still the best. Check out the...

UNBEATABLE REVIEWS

The heart and soul of our magazine. We give you the low-down on everything that matters and we tell it like it is.

HOTTEST STRATEGIES

We're renowned for being first with the strats that count. We guarantee to deliver the best, hottest, most thrilling strategies every single month.

PREVIEWS UP THE WAZOO

We have a mission. We bring you the first word on the newest stuff and the last word on everything else.

GREAT WRITERS

Sure they look strange, but they play games till their eyes bleed and they know what they're talking about — big time.

SUB

Subscribe to **GAME PLAYERS** and
In fact, if you subscribe now you'll
and we'll even take the trouble
exclusive *Book of Cheats* packed
100 of your favorite games with



It looks better, it reads better and a closer inspection reveals that it even smells better than any other video game magazine. It tastes pretty good too, but we don't recommend you try it.

SCRIBE.



save over 60% off the regular newsstand price.
get 13 fantastic issues for just \$24.95
to send you the ultra deceitful, 100%
with tips, tricks and strategies for over
your paid order.

5 reasons to subscribe today!

★ A day without *GAME PLAYERS* is like a day without an ozone layer.

★ Every time someone subscribes, we spare another homster from our 'deep spoco' experiments.

★ If you don't have any friends, subscribing to *GAME PLAYERS* can at least bring a smile into your lonely, miserable life.

★ If you subscribe to *GAME PLAYERS*, we won't tell anybody about that bizarre formyard incident.

★ If you subscribe to *GAME PLAYERS*, we won't send Bill round to your house with his guitar.

Yes!

Send me 13 issues of *Game Players* for just \$24.95 and I'll save over 60% off the newsstand price. Don't forget that *Book of Cheats* you promised me.

Name _____		
Address _____		
City _____	State _____	Zip _____
<input type="checkbox"/> Payment enclosed Send <i>The Book of Cheats</i> right away! <input type="checkbox"/> Bill me.		

Mail to: *Game Players*, PO Box 50117, Boulder, CO 80322-0117

Send Canadian (\$US 34.95) and Foreign (\$US 48.95) prepaid in US funds. Allow 6-8 weeks for delivery of your first issue. Newsstand rate for 13 issues is \$64.35.

5IWG5

NOW PLAYING

Once again, we present the finest collection of gaming mini-reviews to be found on the face of this magazine. Well, OK, it's not actually on the face, it's kinda buried in the body — much like your spleen or pancreas, maybe.

Wipeout

PSYGNOSIS
FOR PLAYSTATION
Review, B+11



From sizzling start to frantic finish, *Wipeout* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

OVERALL 90%

Toshinden

SONY CE
FOR PLAYSTATION
Review, B-8



This game is so damn good, it's almost regrettably *Super Bomberman 2* as the favorite game around here! Can't say anything bad about this one! Get it!!!

OVERALL 98%

Chrono Trigger

SQUARE SOFT
FOR SUPER NES
Review, B-9



Travel backwards and forwards in time, creating and correcting paradoxes in the space-time continuum! This is more fun than a Star Trek movie, far more!

OVERALL 95%

Do you agree with our reviews? If not, we want to hear from you. Write to: You Got It Wrong: Game Players, 1330 Old Bayshore Highway, Suite 210, Burlingame, CA 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

The Adventures of Batman & Robin

Sega for Genesis review, B-8

Really repetitive, Batman! The Caped Crusader and the Boy Wonder are back on the attack in Gotham City. And while the Dynamic Duo is looking really good in this outing, the rest of the game is just kinda so-so. After all, how many evil-bad-villains can there be?

OVERALL 60%

Air Combat

Nintendo for PlayStation review, B+10

Speeding for myself, I've gotta say that this game isn't a TRUE flight sim, in today's modern dogfights, air tactics, or take out a plane, not to mention, no real off-road, but otherwise, this game is a definite must-have for all PlayStation owners! Let's rock and roll!

OVERALL 84%

Animaniacs

Konami for Game Boy review, C-10

Those wacky Animaniacs are back and boy, are they JOLLY! They're not only dull, but they're sluggish as well! While this is a really fast game on the bigger systems, on the Boy scanner they just kinda drag. Give your opponent for something better!

OVERALL 47%

Astral

Sega for Saturn review, B-8

While the graphics are rich and vibrant, and the backgrounds are impressive, the play controls are kinda sluggish, which can lead to a great deal of frustration. This game does what a side-scroller should do, but not as good as it should.

OVERALL 60%

Asteroids & Missile Command

Nintendo for Game Boy review, B-9

These vintage joystick games are a definite blast! Put some heavy metal in some (port's) dose on the screen and relive the early days of gaming! These games look and play just like the original games did way back then!

OVERALL 84%

Ballz

Parasoft Software for SCD review, B+11

This version of the bouncing ballster corrects all of the previous versions' problems. With a bigger selection of mazes, a faster processor and an expanded color palette, this is the version to own. SHD doesn't compare to Tasker or VT, though.

OVERALL 82%

Batman Forever

Acclaim for Super NES review, B+11

Here's another side-scrolling action game based on a big summer movie. While Batman and the Boy Wonder are depicted very nicely, the gameplay lacks a lot of fun to be desired. This music is good, but there isn't much about this game. Holy Hysteria, Batman!

OVERALL 59%

Blue Lightning

Atari for Jaguar review, B-9

When this game was first OK, if you keep playing for a while, it feels like you're playing the same level over and over again. There is a variety of jets to fly, but only the A-10 and the F-14 are really any good. If you get a jet, go for it.

OVERALL 72%

What You Think

You guys are the biggest bone-heads I know. I can't believe you gave Killer Instinct 83%. It should have got a 100%. The game kicks ass. If you had enough brains, you would have rated it higher.

— Matthew Stevenson, Miles, MI

Bug!

Sega for Saturn review, B-8

Well, looks like it's a 2-D side scroller with a third dimension added! Now you can move in and out as well as from left to right, as you jump on floating platforms and collect, uh, things. If you like this kind of thing, give it a shot — otherwise it'll just bug you.

OVERALL 74%

Castlevania: Dracula X

Konami for Super NES review, B+10

This game is older than Dracula himself! If you need a Castleweird, play *Castlevania IV*. Otherwise, get yourself a crucifix, some garlic, and a sharpened stake, head out to that old haunted place on the edge of town, and drive that stake through this game!

OVERALL 64%

Cheese Cat Astroblew

Sega for Saturn review, B-9

As much as all you guys out there would like to think that I invented this game, I didn't! Help Sackey Gonzales through this side-scrolling action game. The only drawback is that there's nothing really new going on here. It's your cat — take it or leave it.

OVERALL 63%

Civilization

Konami for Super NES review, B+10

Just possibly the ultimate strategy game, Civilization's blocky graphics are about the only bad thing we can say about this. Take your tribe of cave-dwellers into the future. Keep an eye peeled for those pesky Mongol hordes, though!

OVERALL 89%

Clockwork Knight

Sega for Saturn review, B-9

Now, take everybody! It's the first side-scroller for a mid-gen system! Now, it's really... nothing special. Instead of using the Saturn's power to add innovation to this game, they did as everyone wanted: 3-D rendered backgrounds instead. Be fussy.

OVERALL 56%

College Football USA '96

Electronic Arts for Genesis review, B-9

This is the exact same game as last year's *Big Mouth College Football*, except that they dropped it (B) and added about a million other teams, most of which you never even heard of. So, if you wanna play as the East Muffin Plover Hens, you can.

OVERALL 62%

Comix Zone

Sega for Genesis review, B-8

Here's your chance to be a hero in a comic book. Run through frames and hit that attack button to kill off the bad guys. While this game is very glib, the *Final Fight*-like attacks kinda make it a bit stale. Still, it's not bad and worth a try!

OVERALL 72%

CyberSlid

Nintendo for PlayStation review, B-8

OK, what we got here isn't a 3-D arcade game. No, what we got here is a so-so simulation of the arcade game. While the on-play is more fun, it's two-player mode really brings the big fun. And as all know how much fun bring the big one is.

OVERALL 71%

Cyber Speedway

Sega for Saturn review, B+11

Race your loved ones in a variety of different worlds against a whole bunch of heavily-armed bad guys. While this is a slight problem with slow-down, the gameplay makes for a bunch of fun. This is pretty much a must-have for Saturn owners!

OVERALL 82%

D

Parasoft for SCD review, B+11

Any game that starts out with a doctor giving away and shooting everybody in the hospital is a sight to see! This totally scary game has beautiful graphics, creepy music and a twisted storyline. The only problem is that the game ends too fast!

OVERALL 80%

Demolition Man

Acclaim for Genesis review, B-9

There's no innovation here. Let me repeat that: There is NO innovation here. While the action is intense and the backgrounds really shine, this game is exactly like any of the 15 or so other games based on action movies that have been released lately. Yawn.

OVERALL 69%

Doom

Williams Entertainment for Super NES review, B+10

Doom, Doom, Doom. Now that my amygdala is over, let's talk about this game. The graphics are blocky, mainly because the game wasn't meant to be played on so small a console. If you NEED Doom, get it. Otherwise, you're better off leaving it alone.

OVERALL 74%

Dragon: The Bruce Lee Story

Acclaim for Genesis review, B+10

The 2-D side-scroller fighting game is pretty much dead, isn't it? But Bruce Lee is pretty much dead, isn't he? Take my advice: Forget all about this hard-to-control, boring fighter. Let this dead man in peace!

OVERALL 55%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

THE DOCTOR IS OUT!



ONLY ON
CAPCOM

ONLY ON
**INTEN
AT 31**



THE FIRST 16-MEG **MEGA MAN** ADVENTURE!

THE MOST DEVIOUS VILLAIN OF THE FUTURE HAS ESCAPED FROM PRISON AND IT'S UP TO THE TITANIUM TITAN TO BRING HIM BACK! JOIN THE ROBOTIC WONDER, **MEGA MAN** IN HIS MISSION TO STOP DR. WILY FROM DESTROYING CIVILIZATION. WILY'S NEW PACK OF RAMPAGING ROBOTS ARE DEADLIER THAN EVER AND THEY ALL WANT A PIECE OF OUR HERO!

Watch your favorite hero Mega Man every week in the 2nd season of his top-rated cartoon TV series!



SPECIAL CAMEO APPEARANCES BY CLASSIC **MEGA MAN** VILLAINS: CUT MAN, GUTS MAN AND PROTO MAN!

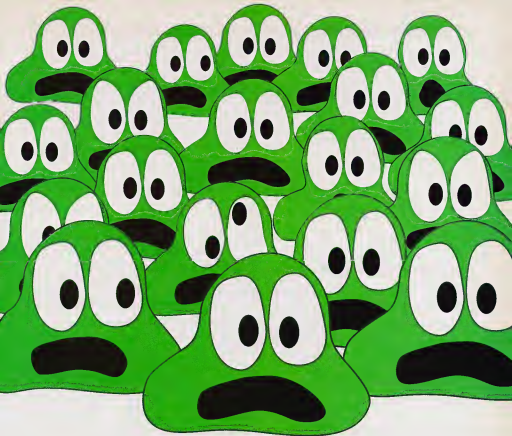


LOOK FOR THE BRAND NEW LINE OF MEGA MAN TOYS FROM BANDAI

©1995 CAPCOM. CAPCOM and CAPCOM ENTERTAINMENT, INC. are registered trademarks of CAPCOM CO. LTD. Mega Man and Mega Man 7 are trademarks of CAPCOM. Nintendo and Super Nintendo Entertainment System are registered trademarks of Nintendo of America, Inc. Mega Man Toys Distributed by Bandai America Incorporated, 13631 E. 16th Street, Centris, CA 90703. BANDAI IS A REGISTERED TRADEMARK OF BANDAI AMERICA INCORPORATED. CAPCOM ENTERTAINMENT, INC. 475 Oakeside Parkway, Sunnyvale, CA 95050

CAPCOM

SUPER NINTENDO
ENTERTAINMENT SYSTEM



It's Gonna Be a Total SLUG-FEST.



They're green and slimy and have big eyes. Their leader hates fast food and anything with a backbone, including you. They want to take over the universe. No big deal, right? But think about it...no burgers, no pizza and no chicken nuggets. Can you live with that? We don't think so.

In Big Sky Trooper, build fast food franchises throughout the galaxy while blasting gooey gastropods to oblivion. All eyes are on you!



BIG SKY TROOPER © 1995 LUCASARTS, Inc. ALL RIGHTS RESERVED. JVC MUSICAL INSTRUMENTS INC. is the licensee and LUCASARTS owns the trademark, BIG SKY TROOPER™ Nintendo Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc.

NHL '96

EA FOR GENESIS
Sports, \$19.95

With sharper graphics, new moves, more scoring and FIGHTS, this game is gonna rock your socks off! Grab a stick and kick some serious ice!

OVERALL 95%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have you got your hands local? If not, what kind of service did they give at the time? If no-

where, contact the Better Business Bureau (see the one located in the store city at the mail-order company). Better Business Bureau has complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.

- Contact the company to check on availability. They may be offering NKV, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For safe reason, or, at least, don't charge until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders — they can be hard to trace.

- Since you've ordered your game, relax. It'll be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening.
- Inspect your order as soon as it arrives. If it's late or the product is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the parcel service that delivered it. The recorded delivery on many orders.

Some companies offer a tracking option so you can send three-year old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery.

We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — not some record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service, 1550 Old Bayshore Highway, Suite 292, Mahanwah, NJ 07030. We don't want to deal with the unreliable companies any more than you.

SECRET OF EVERMORE

Hudson Soft for Super NES, review, \$19.95

Our resident RPG guru, the inimitable Jeff Lundberg, really like the game's graphics, music and sound effects. The game is really big, and the gameplay is an incredible ride. The one problem is that the lead character doesn't seem to live a damn bit of anything.

OVERALL 88%

SHINCEI LEGIONS

Koe Tokai for Saturn, review, \$19.95

The sort of match-up in a new game, the developers actually used the power of the Saturn to pack and define the game. Shinsei is weird looking is exceptional, with some great looking and fast moves. Best!

OVERALL 80%

SHUT MY MOUTH

Electronic Arts for 3201, review, \$19.95

OK, here's the deal: The first person you write to "Shut My Mouth," at the usual address, and includes a picture of themselves with a big piece of tape over their mouth, wins a prize! Remember — no pictures, no prize! Make it funny!

OVERALL 70%

SPACE HULK

MicroPro Arts for 3201, review, \$19.95

Here's a damn close call to different! You've gotta learn how to control and fight with a whole squad of soldiers instead of just one guy — and believe me, you're gonna need every last one of 'em! And there's blood... lots and lots of blood!

OVERALL 53%

SPEDDY GONZALES/GATOS BANDITOS

Acclaim for Super NES, review, \$19.95

If the real Speddy had not walked like the cat in this game, Speddy would've eaten him up a long time ago! Speddy's trademark "Vahhh! Vahhh!" sounds like it was yelled by a gorilla on heroin! Aye, Carabido! This one, who is not too good, I think!

OVERALL 50%

STRAIN

Falconsoft for 3201, review, \$19.95

Here's a game like Dragon's Lair, with only eight scenes in it! And don't say — they even tell you what moves to make and what direction to make "I'm in it! Man, is this great, or what? But the best part is that you can take the whole game in ten minutes! Wow!

OVERALL 40%

SUPER BURNOUT

Atari for Jaguar, review, \$19.95

While the tracks in this game are as pretty much the same, and the graphics look definitely lower in the inimitable, this game isn't a bad choice for any Jaguar owner. Why, you can even pick which bike you want to ride.

OVERALL 73%

SWATKATS: THE RADICAL SQUADRON

Hudson Soft for Super NES, review, \$19.95

A long time ago, some idiot got the idea that players would buy a game based on whatever cartoon character was being served up in the intro box that session. The really bad part about this whole thing is that companies kept making those damn things! Forget it!

OVERALL 60%

THE SCOOBY DOO MYSTERY

Acclaim for Genesis, review, \$19.95

Let's just say, "Scooby-Doo's" mystery-solving dog is back in his own adventure and guess what — it's just like that damn TV cartoon. The game is slow and frustrating. Stick with the reruns on the Cartoon Channel — you'll have more fun.

OVERALL 61%

WHAT YOU THINK

I totally disagree with your rating for NBA Jam TE. The Super NES version should have gotten 100% (B+!!) — Is that the only score everyone thinks their favorite game should get? Geez!!!

— Jason Bodiford, Wetumpka, AL

THE SPACE ADVENTURE

Hudson Soft for Super NES, review, \$19.95

This graphic adventure isn't very clever and it certainly isn't very graphic. Unless you're a young boy in the throes of puberty, in which case the game becomes kinda like a National Geographic — you know, lots of semi-covered butts and clouds.

OVERALL 55%

TOTAL ECLIPSE: TURBO

Crystal Dynamics for PlayStation, review, \$19.95

Remember when this game came out for the 3201? Well, this is almost the same game, with a few extras. You can't really call it a shooter — it's more of a dodger. Your target becomes obscured by the big, puff, colored things that pass for bullets. Forget it!

OVERALL 61%

ULTRA VORTEX

Atari for Jaguar, review, \$19.95

Here's just another fighting game that borrows too heavily from other, established brawlers that the only question you can ask is: does it do a good job of borrowing? Well, in this case, the answer is yes. But with only seven characters, there's not much variety.

OVERALL 62%

VIRTUA FIGHTER

Sega for 3201, review, \$19.95

This version of the not-but fighter pretty much serves 328 owners from those enthusiastic releases that absolutely follow the statement "I own a 328." This version actually has more fun than the original game. Enjoy!

OVERALL 86%

VIRTUA FIGHTER REMIX

Sega for Saturn, review, \$19.95

Sega has its own but out of the fire with this fantastic remake of its equally bloody-looking brawler. The action is fast and smooth, while the characters don't look like they were made out of plastic anymore.

OVERALL 94%

VIRTUAL FIGHTER

Sega for Saturn, review, \$19.95

Lightning quick moves and a rocking soundtrack propel this home version 10 great heights! And, as Mike Estlin found out, you can actually pose these character's in kinda XXX-rated poses! Leave it to Mike to figure that out! You need this game!

OVERALL 85%

VIRTUAL HYNDY

Atari for Saturn, review, \$19.95

This is an RPG that's trying to break new ground. From the slow, start way the characters move, I'd have to say that the ground they broke was in a wayward. This game just seems like it was written at Atari's party line. Finished.

OVERALL 71%

WEAPON LORD

Hudson for Genesis, review, \$19.95

What makes this game worth a try are the music and the looks. The looks and music that can be accessed once you master your weapons! What makes it so-so is the fact that it's only a 2-D fighter in the long run. You could give it a try.

OVERALL 70%

WHITE MEN CAN'T JUMP

Atari for Jaguar, review, \$19.95

Take that, white! Bet that money! And don't forget to play some "breakable" trash! This game is loosely based on the movie, which is a good thing. I don't think I can handle any more of Woody's "Horseless" "Gee, I'm dumb" acting style!

OVERALL 73%

YOSHI'S ISLAND

Nintendo for Super NES, review, \$19.95

This is like a lot of these Mario titles out there in that you've been visiting patiently for their hero to return. The graphics and sound effects aren't up to Nintendo's usual standards, but the gameplay is good, and Nintendo has. Enjoy!

OVERALL 76%

ZAKHODST: THE PEOPLE'S PARTY

Studio 360 for 3201, review, \$19.95

This game is really funny — in an iron curtain, 1920s-line-of-day-for-madly-dressed kinds. The only problem with this kind of game is that once you play it all the way through, you've seen all the jokes. That's why Communism failed.

OVERALL 76%

ZOOZ

Viacom New Media for Super NES, review, \$19.95

This puzzle game is actually so simple that it ceases to be much fun to play. It's really a matter of making the correct colors and shapes together. If you can do your hands together, the odds are that you can beat this game.

OVERALL 74%

3-D LEMMINGS

Falconsoft for PlayStation, review, \$19.95

Take a whole bunch of suicidal little rodents, make 'em 3-D, and watch 'em kill themselves anyway. That's about the sum of this game. While this game qualifies as a good trick, some things are better left unchanged. The lemmings' new way is good for laughs, but not for anything.

OVERALL 72%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

Wherever You Go!



CERTAIN AND PRODUCT NAMES LISTED HEREIN ARE TRADEMARKS OR SERVICE MARKS OF THEIR RESPECTIVE COMPANIES. EA SPORTS IS A TRADEMARK OF, AND ELECTRONIC ARTS IS A REGISTERED TRADEMARK OF ELECTRONIC ARTS. FIFA WORLD CUP LOGO AND THE FIFTH STAR ARE TRADEMARKS OF INTERNATIONAL FEDERATION OF ASSOCIATION FOOTBALL. ALL RIGHTS RESERVED. © 2006 EA GAMES INC. EA GAMES AND EA GAMES LOGO ARE TRADEMARKS OF EA GAMES INC. EA GAMES AND EA GAMES LOGO ARE TRADEMARKS OF EA GAMES INC. EA GAMES AND EA GAMES LOGO ARE TRADEMARKS OF EA GAMES INC. EA GAMES AND EA GAMES LOGO ARE TRADEMARKS OF EA GAMES INC.

SUPER NES

GENRE / Action

PLAYERS / 1 to 2

SIZE / 32 Mib

SAVE FEATURE / Save any time

PUBLISHER / Nintendo

DEVELOPER / Nintendo

AVAILABILITY / Now

PRICE / \$64.95



He loves bananas. He hangs by his tail. How many more reasons do we need to give this review to Patrick Baggatta?

DONKEY KONG COUNTRY 2: DIDDY'S CONQUEST

The fact that *Donkey Kong Country* was one of the most successful video games of all time should certainly be enough to make *Donkey Kong Country 2: Diddy's Conquest* a title worth checking into. The beauty of this scenario is that

Next Generation Graphics

Diddy's Conquest has some of the best graphics ever seen.

With several layers of depth and tons of colors, it's hard not to like this game right out the bat.

Diddy's Conquest to every bit as good as the original, if not better. Once again, the game is chock full of awesome, rendered graphics and tons of tricky little challenges, but perhaps the most impressive aspects in this game are its sheer size and variety of game play.

Though the players have changed a little bit (*Donkey Kong* has been replaced by Diddy's little girlfriend, Dixie Kong, a cute little number with a pony tail), the sequel is structured much like the original with two characters working in unison. The art of choosing the right character at the right time is an essential skill that must be developed quickly if you're interested in getting anywhere and, since each character has his/her

own strengths, you'll find it even better a great deal of fun to play.

If there is one area where *Diddy's Conquest* actually outshines the original, it's in variety of play. With its several animal friends like Rattly the Rattlesnake, Squitter the Spider and Enguard the Swordfish, there is plenty of unusual help to be found along the way. As tough as this game can be, you'll be happy to take any help you can get. Beyond the variety of characters (both good and bad), there is plenty of inventive game play that will keep you hopping, climbing, swimming and running in just about every direction imaginable. In the end, it was well worth the wait—so move over *Donkey*, Diddy's in charge now! **GP**

Friends Through Thick And Thicker

You meet several unusual, but helpful, friends during your travels.



The rendered characters have a real sense of style missing in other similar titles.



The environments are not only creative, but just plain beautiful.



Special attention to detail, such as the depth of the water, showcases the overall quality in design.



Rabbit The Rhino is a powerful friend to have!



Rattly the Rattlesnake is good for what ails you if what ails you is the fact that you can't bounce on your own tail.



Clapper the Seal does things you might not believe, but you'll be thankful just the same.



Go for a ride on Enguard the Swordfish and you're sure to be the life of the ocean.



OK, Not Everyone Loves Monkeys

There are plenty of new, colorful foes to battle this time around, and no matter how cute, they must be disposed of.

Lodjaw is, well, a pain in the ass. Avoid at all costs.

Needs are plentiful but easy to destroy.

Kruncha is impossible to destroy, but you can make him mad.

Both the Kinglers and the Zingers are tough little characters. Be careful.

Rotham is another mean water hazard. Keep a close eye on him.



If you keep your eyes open you'll recognize a few characters from the original game, such as Cranley Kong.

There are a couple of important steps to make along the way—make them!



A boss is a boss is a boss is a—
What the hell kind of bird is that?

A SECOND OPINION

Look at the title monkey go, may not be the best phrase for describing a football game (just ask Howard Cosell), but it's perfect for describing DK2: Diddy and Dixie—oops, I mean Dixie—take their rendered ape skills through so many varied levels that you'll think you're playing several different games. I've seen Saturn and PlayStation games that didn't look or play this good. It's a 16-bit masterpiece. Even though the game is a side-scroller, it has every good quality that made the side-scroller so popular. A must for Super NES owners.

—Mike



GRAPHICS

10

MUSIC & SOUND FX

9

- Amazing colors and screen depth.
- Super-stylized artwork.

INNOVATION

8

- Takes the side-scrolling genre to the limit!
- Its got creative two-player action.

GAMEPLAY

9

- There's lots of real fast action here!
- Lots to learn, but easy to get into.

REPLAY VALUE

10

- The game seems to go on and on.
- There's tons of hidden stuff to find.

94%
ULTIMATE

RAYMAN



Breaking into the Next Generation!

For more information call: 1-800-Ubi-Soft
Come visit us on the Net: <http://www.ubisoft.com>



CHEAT SHEETS

EARTHWORM JIM 2

The wonder worm is back! We show you how to jam with Jim on page 110.

Air Combat	156
Battle Arena Toshinden	158
Chrono Trigger	151
Comix Zone	156
Daytona USA	155
Eternal Champions:	
Challenge from the Dark Side	150

Mortal Kombat 3

Finish him! Finish them all!!! Krush your Kombatants with our Mortal moves. See page 144!

Gex	156
Hagane	155
Judge Dredd	157
Looney Tunes Baseball	157
Mechwarrior 3050	158
Myst	150
Panzer Dragoon	157

PRIMAL RAGE

Pound those prehistoric puppies into extinction with our tyrannic tactics! The dobbering starts on page 140.

Prehistorik Man	155
Ridge Racer	154
Slam 'N' Jam	157
Starblade	158
Weaponlord	151
Wing Commander III	152

WIPEOUT

We help you get a handle on these lean, mean racing machines with our sizzling strategy. Victory is yours on page 134!

For Codes or Help, Call...

Nintendo.....	900-288-0707	Interplay.....	900-370-7529
Sega.....	415-591-7529	Acclaim.....	516-759-7800

EARTH WORM

J



M

2

THE HIDDEN
EARTH,
WORM AND JIM!

He's back, and he's as addicting as ever. That means you're going to want to play over and over again until the end, but this time around they're not just going to give you the continues. That's right, this time you have to earn them by finding the three icons per stage that spell out 'Earth' 'Worm' 'Jim'. Of course, as you might imagine, the icons you need aren't just lying around to be stumbled upon either. You have to do a little searching to gather them all up, but with our handy-dandy guide it shouldn't be that tough. So if you're looking forward to finding them on your own, read no further, because we're about to be a great deal of help.

THE FLYIN' KING

This level may be the easiest in which to find the three precious icons, but simply getting to them while trying to mind the other hazards that surround you takes some practice.



Finding the coin-fine icons in this level is got at all difficult. Just keep your eyes open and you'll see them.

PUPPY LOVE 1 & 2

There's not much mystery in the puppy levels. Bounce the icons into the bag!



Obtaining the continue flags in the 'Puppy' stages is nothing more than a matter of bouncing them into the bag.



Keep those puppies bouncing. The continue icons aren't going to do much good if you're getting maulled.



76%

0

THE VILLI PEOPLE

The icons aren't really that tough to locate in this level, but they're not always easy to get. You need a steady hand and nerves of steel to grab them without taking a significant amount of damage.

The first icon is near the beginning and towards the left.

x5 61%

Continue on the path following the arrows.

Eventually you see the second icon above your head. You will have to veer away from the path for a moment, but not too far.

The last icon is a 'grimmer'. Trust me, you can't miss it.

OK, one answer - it's 'What's Her Name'.

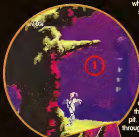
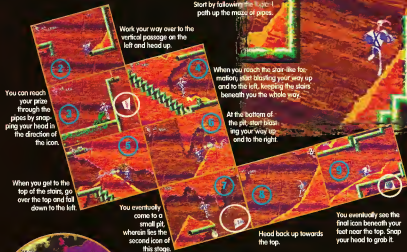
Getting past the bumpers takes a little practice, but it's not too tough.



LORENZO'S SOIL

Finding all three icons in the second level is a little trickier than the first because of the puzzle-like environment. Once again, the key to this level is to explore every possible avenue, although this time you have to do a little bit of excavating.

Start by following the light-blue path up the maze of pipes.



UGGERLY ABDUCTED

This level is a return to the searching strategy of the first couple of levels. It takes an observant eye to catch all the hidden paths.

Near the beginning of the stage, you notice a hidden path at the bottom of this pit. You have to hop through the entrance.

At the end of the path, you see a teleporter pod. Hop in.

The 'Worm' icon is close by. Move to the end of the platform. You then see a hidden Snot Swing to the right. Swing over to the right and you find the second icon.

The last icon is near the top of this Snot tree. Climb the tree and head to the right.

After you've been transported, carefully hop over the second teleporter pod and you see the first continue icon.

Aah, sweet 'Worm'.

And now for the payoff...





Discover New Cities & Treasures



Trade Technology With History's
Most Legendary Leaders

BUILD AN EMPIRE TO STAND THE TEST OF TIME.



Now, the most celebrated strategy game of all time, Sid Meier's Civilization® is available for the Super Nintendo Entertainment System. Starting at the dawn of recorded history - 4000 B.C. you must build a society and nurture it towards the Space Age. In the beginning you'll labor to simply survive while building your settlements, discovering new technologies and fending off barbarians. As your empire prospers, you'll face competing civilizations guided by history's most legendary figures: Alexander the Great, Napoleon, Genghis Khan and many more. Here's your chance to test your capacity for expansion and domination.

- ◆ Dictate how your civilization grows by controlling mankind's greatest technical achievements including The Wheel, The Alphabet, Mapmaking and Nuclear Weapons.
- ◆ Earn the respect of your people and the world by constructing monuments such as the Pyramids and the Great Wall.
- ◆ Every crucial economic, political and military decision is yours, from population growth to military power.
- ◆ Choose from a list of flexible starting options, including five difficulty levels and the option of civilizing the Earth or a new planet altogether.



BUILD AN EMPIRE THAT NEVER FALLS

KOEI

KOEI Corporation

1350 Bayshore Hwy, Suite 540, Burlingame, CA 94010



Available at your favorite retailers nationwide.
Phone 415/343-8500 for additional
information or to order direct.



SUPER NINTENDO

Licensed by
MICRO PROSE®

ISO 8000

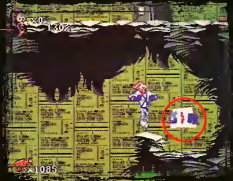
This one is tough! There's really no other way around it, but if you pay close attention to our tips, you shouldn't have too much trouble. The best part of finding all the icons in this level is that you'll know that you've conquered one of the toughest levels in the game. As far as the lost level (before the first chaser), you'll have no problem finding the icons amongst the bacon and eggs.

The first icon is too easy to even mention. OK, I've mentioned it anyway.

Find the snail swing and head over to the right.

The last one to gather-up is pretty easy to find. Use the Snail Swing to hop to the furnace.

From the furnace, you want to hop back over to the right. You'll need to use your Snail parachute for that extra distance.



Well, that's it.

Hop back up to the left.

Two down.

INFLATED HEAD

The first icon requires some careful maneuvering down through this hidden door near the beginning of the stage.

There is some other good stuff hidden here as well - be sure to grab it up.

This stage once again requires more skill than actual detective work. Just keep your eye open on either side for the tiny little caverns which house those magical items you crawl.

The next two icons are more-or-less just waiting for you. Go get 'em!

ANYTHING BUT FINGERLINES

The first level icons are pretty easy to find. Mostly this level is just a matter of exhausting the obvious paths. As you zip down these paths, however, keep an eye out for some pretty cool secret stuff along the way. Trust me, it's there.

Head down below the main level to find the very first icon.

The waterfall icon is impossible to miss - just keep moving and you'll find it.

When you come to the first 'Snail Swing' you're close to the final piece of the puzzle.

Well, now you know what they look like...

Don't use the 'Snail Swing'. Drop down and head to the left.



You find what you're looking for just past the water.

A guide to hot PlayStation titles from Sony Interactive

FEED THE MACHINE

Wipeout • Destruction Derby
Krazy Ivan • Discworld
And lots more!

SNEAK PEEK:
A behind-the-scenes look at tomorrow's hottest games!

WIN
your own
PlayStation
and games!

Let the games begin...



CONTENTS

Introduction 3

WipEout 4



Destruction Derby 6

3-D Lemmings 8



Discworld 9

Krazy Ivan 10



Nova Storm 12

Assault Rigs 13



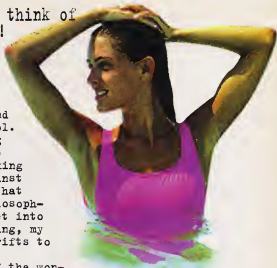
Future Products 14

Contest 15



Swimming makes me think of PlayStation games!

On a really hot day like today, there's nothing I like more than slipping into my favorite one-piece swim suit and heading out to the pool. There's just something about the smell of the chlorine and the relaxing slap of the waves against the side of the pool that makes me feel all philosophical inside. When I get into this warm, fuzzy feeling, my mind just naturally drifts to thoughts of the Sony PlayStation and all of the wonderful new games that will be available soon. So, when the nice people at



Psygnosis started out in England, where they made great games like *Shadow of the Beast* for the Amiga line of computers. Then they were bought by Sony and became Sony Interactive. Then they moved, lock, stock, and computers, to America. Soon, they were developing games like *WipEout*, *Krazy Ivan*, and *Demolition Derby*. The rest is history!

Sony asked me to appear on this page and introduce all of these great games, I didn't even have to think... twice. I just slipped on the Speedo and headed out for the pool. Soon I was adrift in a sea of gaming goodness. Thoughts of *WipEout*, *Destruction Derby*, and *Discworld* washed over me in a sensual wave. My skin was caressed by thoughts of *Krazy Ivan*, *Nova Storm* and *3-D Lemmings*. As I drifted in my gaming ecstasy, I began to hear a strange sound. Ka-thwack... Ka-thwack... I opened my eyes and looked up. It was my creepy little brother, jumping up and down on the diving board. 'No, Jimmy, no!' I screamed, but the little creep did a cannonball. My mood was ruined. Anyway, here are the games! I hope you enjoy them! — Tami

WipeOut

U ntil now, there really haven't been too many innovations in the world of speed competitions. Races were first run on foot, then with horses and chariots, and finally with automobiles. Just when it seemed that there were no more new frontiers in competitive racing, along came WipeOut! There isn't much that compares to the excitement of piloting a screaming hoverjet around a track that seems designed to throw you completely out of the Earth's



In WipeOut, you burble your hoverjet around some of the most fantastic tracks ever devised. Check it out!



gravity! With barbed curves, exhilarating jumps, and competitors who are bent on blasting you with guided missiles, WipeOut is a thrill-packed game that has few equals! So what are you waiting for? Strap yourself in, punch up the turbojet, and calibrate your missiles. It's time to prove who's 'The Man' here!!!



Wipeout Restaurant

You can get anything at the Wipeout Restaurant - their motto is:
 "You kill 'em, we grill 'em"



Nestled in the scenic mountains surrounding the Wipeout International Speedway, the Wipeout Restaurant is the 'in' spot this season for the 'Lifestyles of the Rich and Famous,' crowd. Can there be any question why, after one takes a whiff of the wafting aroma of burnt fuel and burnt grease? Believe me, nothing inspires the appetite more than the sight of the piranha-like glitterazzi tearing at the flesh of Hollywood's finest against a backdrop of roaring rocket cars and explosions.

In the midst of this cornucopia of nipple-hardening excitement, Master Chef 'Billy Bob' Splatter creates his culinary masterpieces while wife and sister 'Billy Ann Bob' Splatter serves as waiter and head Skinner. The innovative use of the natural by-products of the nearby Raceway has served to spawn the trend-setting Nouveau 'Bey-kill-ed' Cuisine that has redefined the concept of gourmet dining. Asked what inspired the Master Chef to use this tasty and abundant source of nourishment in his creations, Chef Billy Bob replied, 'It's cheap and it's fallin' - besides, if you wait a couple days, the sun does half the cookin' for ya!'

There are definitely some 'not to be missed' items for an initial visit. Try the popular Krunchy Kermit Legs, or the Baked Pork Skins topped with sautéed cream and bacon bits for an appetizer. As difficult as it may seem to narrow down the mouth watering array of entrees, you simply can't go wrong with the Barbequed Hamli Special or the Fido Flambee. And for dessert? Why, it must be the delectable Chocolate Moose, of course! As for liquid refreshment, the thick and salty, yet surprisingly refreshing, Red Asphalt Iced Tea compliments any meal selection.



Menu

Appetizers:

Grifter Combo Platter	\$6.95
Krunchy Kermit Legs	\$5.95
Chicken Fingers	\$4.95
Baked Pork Skins	\$4.95
Fried Cheese Sticks	\$4.95
Buffalo Wings	\$4.95
Chips and Dale	\$3.95

Soups:

Cream of Coon	
Pappy Chowder	
Cup - \$1.95	Bowl - \$2.95

Entrees:

Asphibian of the Day	\$16.95
Armadillo and Artichokes	\$14.95
Naked Lamb	\$14.95
Mosquito Grilled Mole	\$12.95
Kitty Kiew	\$12.95
Fido Flambee	\$10.95
Squirreled Peas	\$10.95
Heatiest Surprise	\$9.95
Marbequed Hamli Special	\$9.95
Sinburger	\$8.95
Chili Cheese Dog	\$8.95
Mammal on a Stick	\$7.95

Dessert:

Chocolate Moose	\$3.95
Mixed Meat Pie	\$2.95
Yogi Yogurt	\$2.95

Drinks:

Red Asphalt Iced Tea	\$2.95
----------------------	--------

*Prices subject to change
 according to availability



Destruction Derby

When sparks start flying and smoke starts billowing from under the hood, you know you're either on an L.A. freeway or playing Destruction Derby, the amazing new title from Sony Interactive. Destruction Derby features some of the most realistic crash 'em up action in a any videogame ever. This,

combined with an intense racing mode, an arena-style derby and an aptly titled 'Total Destruction' mode makes Destruction Derby an action game like no other. Now get in there and smash the hell out of something! Remember - you don't need any insurance to compete in a Destruction Derby!



19/20

PEOPLE I'D LIKE TO FACE IN A REAL DESTRUCTION DERBY AND WHY!

- #3) Sirbadi! Let's face it - the only thing about Sirbadi that could ever be funny is the expression on his face just before you broadcast his ununny ass!
- #2) The Malachi Brothers. I'd like to face the Malachi brothers because I've spent years developing a plan to thwart the infamous Malachi Crunch and I must know if it works!
- #1) That freak in the Mentos commercial. I'm talking about the one that turns his baseball cap around and acts like a photographer to work his way into some lame celebrity event. Man, I'd love to crack that nasty little smirk right off his male-model face! Then I'd pop a Mentos!

Packed with all of the fender-mashing, windshield-bashing, multiple car-crashing action anyone could want, Destruction Derby is the game for anyone tired of obeying traffic laws! Wow!



19/20

A public service announcement from the makers of Destruction Derby...

Red Asphalt IV

Mr. Brain Meets Mr. Street

Well Bubba, it was a sunny August afternoon when Speedy Sonny Demoneyes, a known 'Hot-Rodder' and frequent 'Booze-Hound', was out with his buddies on one of their reckless adventures on a deserted country road, or so they thought! As usual, the booze was flowing like a broken garden hose and Speedy Sonny was drinking more than his share.



Sonny's last chariot

As Sonny reached 100 m.p.h. rounding the curve known as 'Hell's Ticket-Taker', he

SONNY



BUBBA

heard Matthew Motorhead call from the back seat 'Way to cheat death, Sonny!'. That was the last thing they ever heard.

It just so happened that the country road that Speedy Sonny and his buddies assumed was deserted was actually closed off that day for a block party in honor of the Good Guys of America (the group responsible for all that is good in America and soon, if not for Speedy Sonny, the world). You can imagine the twisted mess that was left after Sonny had his way with the unsuspecting party-goers. Of course, the worst part is that all this could have been avoided if Sonny had just used a little bit of consideration for the other people using that deserted road.

We realize these images may be tough to look at, but maybe, just maybe, these are the images that will occur to you the next time you assume that a country road is deserted and hopefully some innocent lives will be saved, because you know the story of Speedy Sonny Demoneyes.



3-D Lemmings



T

he following is an excerpt from the new book 'I was a Teenage Lemming.' "The alarm clock went off like a hydrogen bomb. I threw back the covers, stood up on the bed and suddenly dove headfirst on the floor. As I lay on the floor in a spreading pool of blood, I asked myself 'Self, why the hell did you do that?' Since I couldn't come up with a reasonable explanation, I got up and stumbled into the bathroom. I filled the tub and got out of my pajamas. Then I stood on the edge of the tub and dove headfirst



into the shallow water. When I came to, the first thing I noticed was that my fingers were a funny shade of blue. Then I realized that I was still underwater and wasn't breathing all that well. Gasping for air, I pulled myself out of the tub and lay shivering on the bathroom floor. I decided not to tempt fate, so I shaved right there on the floor. I managed to get dressed without anything weird happening, and I cautiously made my way out to the car. Everything was going fine until I started over the Bay Bridge. I was making a simple lane

change, when suddenly I wrenched the steering wheel to the right, plunging my



car over the guard rail. As I fell the 350 feet to the rock-hard salt water below, I thought 'This is really gonna hurt...' My next thought was that my fingers had that funny shade of blue again, then the Coast Guard diver pulled me out of the water. After some frantic resuscitation, and a stern warning not to do it again, I made my way to the office and started to write all this down. I guess I'm OK now. Think I'll go have a smoke. The view from the 13th floor balcony can be relaxing while you're enjoying a good cigarette..."



Lemmings:

(noun) Small, furry rodents known for group suicidal leaps into the sea on an annual basis. See also Moron, Furbrain, Wacko.

3-D Lemmings:

(game) They're puzzled, confused and dying at an alarming rate. And only you can help them survive in a world they just wanna get the hell out of. With full-screen realtime display, ten different screens, 30 pieces of music, and over 30 last requests, this is a game to die for. 3-D Lemmings. They're cute, furry, green-haired, plump little balls of self-destruction who desperately need your help.



Discworld

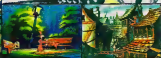
A game with a sense of humor

Based on Terry Pratchett's series of comic novels, *Discworld* is an in-depth graphic adventure with a comic flare. Narrated by former Monty Python member Eric Idle, the game leads you on a wild adventure through a medieval world filled with truly bizarre characters and equally strange predicaments. If you can survive the constant abuse of vicious monkeys, crazy wizards and hostile gatekeepers you may just manage to save the day, but even if you don't, you'll have fun trying.

With an impressive amount of hilarious dialogue built into the game and tons of gorgeous artwork, *Discworld* really takes you into another world where anything is possible. It will take some seriously twisted thinking to solve the tougher puzzles in the game, but that's what sets it apart from other graphic adventures. The draw of the game, though, is definitely in the humor, which takes the dry, British style of wit to the limit. And if that's not your idea of comedy, then surely you can still enjoy the slapstick humor that's thrown in whenever possible.

In the end, this game is good fun on several levels, whether you're playing for the adventure qualities, the beautiful artwork or just for a chuckle — it's all there.

Eric Idle, of Monty Python fame, was asked if he enjoyed doing the narration on *Discworld*. 'Of course', he replied. 'Is your wife a goer, eh? Does she go? Hudge, mudge, wink, wink, say no more. Does she do it, eh? What? What? Say no more.' Mr. Idle didn't really say this, but if he'd been here, he might have said it, or something even funnier. We're just not sure.





Krazy Ivan

H

e's nuts, he's nuclear, and now he's here to save the world from total destruction!

He's Krazy Ivan and, armed with a forty foot-tall armored suit, he's ready to do battle against a horde of alien tanks, planes, and other robotic horrors. So, now the question is - are you crazy enough to get under Ivan's skin and try to save the world? It would help if you're nuts to start, but one thing's for sure... you're gonna be crazy before the game is over!!!

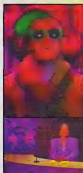
Get in your chain guns and keep your finger on the missile launching button. With action as intense as this, you're sure to be driven just a little bit mad! The rate of the world is in your hands. Don't drop it!



It's not, I see
like he's all
there, but
avid, this
is a dead
the little
ones are
a in 'None'
Wait, wait!



Ivan Does Okrah



Heck no!
why, do I
look crazy?



break dancing in Harlem. Truly, I am being very sorry for crushing those four city blocks. An armored combat suit is maybe being the wrong clothes to be break dancing with.

Okrah: You're so right, Kras...

K.I.: And I had the very much good time at the park with the little mouse and his friends, too. I am forgetting what that place is called... uh...

Okrah: You must mean Disneyland. What did you like most about the Magic Kingdom?

K.I.: I am especially enjoying meeting the little mouse and all his friends and shaking all their little hands. It is to be hoping that they will all be well again soon. Sometimes it is hard to tell how hard am I squeezing when I have the power gloves on.

Okrah: Well, Kras, official sources at Disney Land have reported that all the actors were hospitalized on time and that only a few of them will have to be fitted with artificial limbs.

K.I.: That is being the best news for me, you bet! How bad it is to see little mouse and friends screaming and running away from me. All will be well with them soon, I am hoping!

Okrah: There's no news of an impending lawsuit, so it looks like everything will be fine.

K.I.: From my mind, that is a big load off! Is good!

Okrah: Is there any other places that have been of special

interest to you, Kras? What other places have you seen?

K.I.: The city of St. Louis was a very good time also, I am telling you! The heroic people of St. Louis were knowing that I am liking to dance a lot, so they build me a special Limbo Arch, so that I can be showing them my Power Suit Limbo. Is very difficult dance to perform, even with



Ivan and Okrah. Will the ratings soar, or can nothing great be said about the "I Was an Alien's Baby" show?



built-in groscopes. I am being very sorry falling back on the arch and breaking it. Soon will be the repairing and then I will come back to dance for the people once more.

Okrah: I'm sure they're looking forward to that, Kras.

Unfortunately, we're just about out of time. Is there any last thing you'd like to say to our studio audience and the people of the United States?

K.I.: I am saying goodbye to you now. Before I go, I will be doing my special dance that I am inventing just for you, Okie! It goes like this...

Hello, folks. I'm Okrah Bohkrah and we have quite a surprise for you on today's very special 'Okrah'. Our guest is known to many of you, but not known by any of you. He's mad, military and a Moscovite! That's right... He's Krazy Ivan! The crazy coot with the armored suit has graciously granted us a few minutes for an in-depth interview and, as a special bonus for all his fans, Ivan will take a few minutes to help some of you with those 'special' problems that trouble all of our lives at one time or another. So now, without further delay, heeerrrrree's... Ivan!

Okrah: Krazy Ivan, it's so nice of you to take the time to come on the show. May I call you Kras?

K.I.: Is fine with me. May I call you Okie?

Okrah: Oh Kras, you're such a kiddier. So tell me, how do you like America?

K.I.: Well, Okie, I am being very happy to be in America.

Okrah: That's wonderful! Tell us, Kras, what sights have you seen so far? Have you done much traveling lately?

K.I.: I am liking very much the time I spent in New York. It was very much fun to do the



Novastorm



Screaming shooters with enough enemies coming at you to make your head explode are becoming a rarity in videogaming, but *Novastorm* wants to push this envelope farther than any other. The 100% rendered graphics come flying by with little regard for the sanity of the player. Computer-controlled, robot-assist mode and cutting edge graphics push this one to the limit.



Behind the Scenes: The Scenes: Chevy Novastorm

Back in 1992, designer Mike Simpson was looking out over the parking lot and was struck by an idle thought. As Mike puts it, "I'd been awake for four days, drinking gallons of coffee and working on a CG intro sequence, and wasn't seeing things too well. When I looked at the lot, I could have sworn my old Chevy Nova was flying through the air, headed straight for the building. Wow!"



Well, a few weeks in a straight-jacket later, the

the game was still stuck in his head. "I had some conceptual sketches I'd made using a crayon and my teeth, so I gathered those up and went and pitched it to the President of the company. The Prez was impressed. 'I figured any idea a person would go through that much trouble to hang on to had to be good. When he explained about the lava and the sharp pointy things, well, my head simply exploded.'



Production began, and the world's first hyper-shooter to feature an American car was well underway when the Prez fell ill. "We were trying to get Chevrolet to not only give us the rights to the Nova, but also do a cross-promotion and build us a flying car with laser turrets we could use in a contest," says one developer. "It took us weeks to get into the building, but finally Mike held the receptionist down while I ran inside. You know, if I hadn't gotten lost before security found me, I'm pretty sure we could have talked them into it. With no legal way to use Chevy's name, the game was redesigned around a spaceship, and the dream was lost."

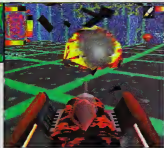
Production began, and the world's first hyper-shooter to feature an American car was well underway when the Prez fell ill. "We were trying to get Chevrolet to not only give us the rights to the Nova, but also do a cross-promotion and build us a flying car with laser turrets we could use in a contest," says one developer. "It took us weeks to get into the building, but finally Mike held the receptionist down while I ran inside. You know, if I hadn't gotten lost before security found me, I'm pretty sure we could have talked them into it. With no legal way to use Chevy's name, the game was redesigned around a spaceship, and the dream was lost."

Assault Rigs



Strap yourself in for the futuristic battle of your life and remember, it war is Hell, this is Satan's Steam Room. Assault Rigs drops you dead-smack into a 3-D world where you can not only expect danger at every turn, you can count on it. To succeed you will need to upgrade your weapons, find power-ups, and, of course, kill everything that moves with a serious sense of deadly urgency.

Offering several levels of intricate passageways to explore and discover, Assault Rigs goes beyond the realms of other vehicular combat games. Deciphering a maze-like environment is only one part of the challenge because, while you're working to find your way through the futuristic setting, you can be sure there are plenty of enemies just waiting to take advantage of your inexperience. Find them before they find you and you just might have a chance. Otherwise, you're dead meat, and we mean that in the nicest way possible.



A Top-Ten List of Things Overheard During an Extended Session in the Tank!

- 10 OK, who's been trading our air supply for magic mugs again?
- 9 If you wanted to live in a war-zone why didn't you just go outside!
- 8 No, it's not OK to close the vent for the purposes of catching a buzz!
- 7 I know! I know! Two guys walk into a bar!
- 6 I shot him because you dared me to, so quit crying!
- 5 If only I could reach that cyanide pill in pocket.
- 4 Yes, I'm absolutely certain my shirt was buttoned when I went to sleep! Absolutely!
- 3 Yes, I feel certain I could scream loud enough for someone to hear me from in here, OK?!
- 2 I wish you would stop calling me Susie-Q!
- 1 Stop looking at me like that!

Future Products

But wait... there's more!
That's right! There's even more incredibly cool games
coming at you from Sony Interactive. Here's a few peeks
at what's in your gaming future...

G Police

G Police

In a police state there's
only one thing to do - get
undercover! Live the high
life with the low life! Make
their day, but don't burn
out... save that for the
strobe guns... and remember,
let's be careful out there!



Sentient

Space Station Alpha has just gone
on Red Alert! The fate of thousands
of people lies in your hands and
you have only 72 hours to complete
your mission. The clock is tick-
ing... your destiny is calling...
prepare yourself for the challenge
of Sentient!

Parasite



When a cop possesses your body, you better listen to what he
has to say. When he's from another world, you'd better listen
real good. Take him on his mission to track down deadly criminals
and remember - Not all of your cop's enemies are human!!!



PlayStation Contest

WE'RE CRAZY...
HOW ABOUT YOU?

By now you're probably saying to yourself, 'These guys are crazy. They're insane!!!' to which we will now properly and politely reply: YOU BET YOUR SWEET ASS WE ARE! WE'RE TOTALLY INSANE!

WE NEED TO BE LOCKED UP IN A PADDED CELL FOR OUR OWN GOOD AS SOON AS POSSIBLE!!!

And then, of course, you'd say something like 'Oh, it's probably just an act to get some much-needed attention.' And we'd say:

OH YEAH? WE CAN PROVE WE'RE CRAZY! HERE, WE'LL GIVE YOU TWO PLAYSTATIONS, A LINK CABLE, TWO COPIES OF WIPEOUT AND TWO COPIES OF DESTRUCTION DERBY!!! Right about here is where you go into a coma. Nobody, but nobody, gives away Sony PlayStations... or do they?

The cold, hard fact is that we ARE giving away PlayStations - two of 'em, along with everything you need to link 'em up and play **WipeOut** and **Destruction Derby** with a friend! That should prove once and for all that we are prime rubber room candidates. And all you have to do to win one is... PROVE THAT YOU'RE CRAZIER THAN WE ARE!!! That's right... all

you have to do to win all this cool stuff is send us a picture of you doing something completely CRAZY. You could cover yourself with **Ketchup**... wrap yourself up with duct tape... chew on a big wad of tinfoil (this last one works only if you have braces)... eat bugs, or any other weird thing. Have someone take a picture of you being crazy and send it to us in an envelope, along with your name, address, phone number and age.

Send it to:

YES, I AM CRAZY
1550 Old Bayshore Highway
Suite 210
Burlingame, Ca 94010

Make sure we get your entry before **March 1st, 1996**, 'cause that's when we'll have a drawing to see who's really bats-in-the-belfry. One lucky wacko will win the whole package! All the usual rules apply, especially the one about GAME PLAYERS or Sony Entertainment NOT being responsible for any injuries or damage sustained during the completion of this contest's requirements. And, as a special bonus, the winning picture will be published in a future issue of GAME PLAYERS! After that, all the pictures will be sent to the proper mental health authorities for processing. So what are you waiting for? Get crazy now and you could soon be sitting in a nice padded room, playing with your very own free PlayStation linkup package!!! And watch out for the nurse... she cheats!

Destiny

derby

Wapout

Assault Rigs

NOVASTORM

3D

KRAZY IVAN

So, are you ready for the Rubber Room yet? We thought so. There's only one thing to do, now. Start chewing through that marshmallow-like wall padding until you hit cement. Then start bashing that wall with your head (Don't worry - a little pain never killed anyone, right?). Once you get outside, gnaw your way outa that canvas tuxedo and head down to the video game store. That's where you'll find all of the action and excitement that Sony Interactive games have to offer. And don't worry about getting back inside in time for dinner. After all, you've got the rest of GAMES PLAYERS to read, right? You'll be insane in no time. As if you weren't already...

This supplement
brought to you by
SONY
INTERACTIVE

Pro ACTION REPLAY

NEW

SEGA SATURN

GAME BUSTER!

セガサターンマガジン

THE ULTIMATE GUNSHOOTING CARTRIDGE

FOR SEGA SATURN

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ ammoplay on any level. Become invincible with the Action Replay Cartridge.

PRO ACTION REPLAY

\$ 79.99

SEGA SATURN™

HOT



SEGA SATURN SYSTEM

\$ 399 AMERICAN SYSTEM

3DO SIDE KICK PAD

FOR 3DO

- 4 BUTTON CONTROL
- PLUS BUTTON
- 4 DIRECTION CONTROL



3DO SIDE KICK PAD (FOR 3DO)

\$ 19.99

SATURN MOVIE CARD



WATCH IT
PLUS IN
THE
CARD IN
YOUR
SATURN
SYSTEM
THEN
YOU
CAN
WATCH
ANY
MOVIE

NOW YOU CAN WATCH ANY MOVIE IN YOUR SATURN WITH THIS CARD!

SATURN MOVIE CARD

\$ 199.99

UNIVERSAL ADAPTOR



NOW YOU CAN PLAY IMPORT CDs ON YOUR SEGA SATURN

Now you can play U.S. & Jap. CD games on any Saturn! Simple Plug in cartridge allows all compressions of CDs and consoles. No need to wait for releases of console now you can play games from any country.



GENESIS SPECIAL

BURLE AND GLEAK	\$19	ROLLING THUNDER 2	\$19	CHAMP-CHAMP POOL	\$29
DARNEY'S GUNS	\$19	SHANGHAI 2	\$29	CLIFFHANGER	\$29
MURIN KONGOMAN	\$19	SHAO FU	\$19	COOL SPOT	\$29
MORTAL KOMBAT	\$19	SWITCH	\$24	COMO SPINHEAD	\$19
MR. PICHMAN	\$19	SLAM MASTER	\$29	CONTRA 3	\$19
NINJA ACTION 84	\$19	SEARSTER	\$19	DROGSAUR	\$19
NINJA ACTION 88	\$19	SPLATTER HOUSE 3	\$19	DOKU-E DRAGON V	\$29
INC. ATTACK	\$29	SPEARMAN TV	\$29	DOLLE 4 DRIBBLE	\$19
WHITE SAMURAI TENNIS	\$29	STAR DATE	\$29	RICO 1	\$24
PGA EUROPEAN GOLF	\$29	SUPER ST. FIGHTER 2	\$29	FANTASTIC DAZZ	\$19
POPULOUS	\$29	TINY TOON ACME SOAR	\$19	GENESIS WARR 3	\$29
PRINTERS OF DARK WATER	\$29	WORLD CHAMP SOCCER 2	\$29	HIGH SEA NAVIG	\$19
PUNCHIER	\$29	WUP WUP	\$29	HEAVYWEIGHT BOMB	\$19
RIN 84	\$29	XAMEN 2	\$29	HOKU	\$19
ROAD RASH 2	\$29	AMARUQUE	\$29	INCREIBLE CRASH DUMBER	\$19
ROBOTS	\$29	ART OF FIGHTING	\$29	LIFTHAL INPOPCORNE 1	\$29
ROCKET KNIGHT ADVENTURE	\$19	ART OF FIGHTING 2	\$29	LETHAL ENFORCERS 2	\$19
		ATROSE SUPERSONIC	\$29	LEGENDARY ON DEATH	\$29
		BATLELANDS	\$29	LOVE KIVA	\$29
		BALEFANT DOBLE DRAGON	\$19	MARINO SOCCER	\$19

SALE DRIVING	\$79.99	ST. FIGHTER 2	\$79.99	ST. FIGHTER 3	\$79.99	ST. FIGHTER 4	\$79.99	ST. FIGHTER 5	\$79.99
ST. FIGHTER 6	\$79.99	ST. FIGHTER 7	\$79.99	ST. FIGHTER 8	\$79.99	ST. FIGHTER 9	\$79.99	ST. FIGHTER 10	\$79.99
ST. FIGHTER 11	\$79.99	ST. FIGHTER 12	\$79.99	ST. FIGHTER 13	\$79.99	ST. FIGHTER 14	\$79.99	ST. FIGHTER 15	\$79.99
ST. FIGHTER 16	\$79.99	ST. FIGHTER 17	\$79.99	ST. FIGHTER 18	\$79.99	ST. FIGHTER 19	\$79.99	ST. FIGHTER 20	\$79.99

DRAGON BALL Z

\$20 each

SEND \$10 FOR FULL COLOR CATALOG

SEND \$10 FOR SEGA CATALOG TO TOMMO INC.

18521 Gale Ave. City of Industry CA. 91748

Name: _____

Address: _____

Phone: _____

TOMMO INC.

18521 E. Gale Ave.

City of Industry CA. 91748

TO ORDER CALL: 818-839-8755

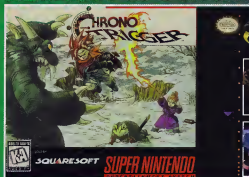
FAX ORDERS: 818-839-8752

24 HOURS

COMING SOON



Secret of Evermore\$5
Chrono Trigger\$5
Breath of Fire\$3
Final Fantasy II\$5
Final Fantasy II\$5
Secret of Mana\$5
Japanese From Mission with Conversion\$9
By Squaresoft	



HOTTEST JAPANESE



CALL FOR PLAYER GUIDE!!!



DISTRIBUTED

Bv

TomMO

**FOR DEALER AND
WHOLESALE
INQUIRES:**

TEL:818-839-8755 OR
FAX:818-839-8751

TO ORDER CALL 818-839-8755

[illegible]

C.O.D. & MONEY ORDER ACCEPT

Important! Send all orders to: SIGNATURE

Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748

Credit card

Esty Date

Please allow 2 to 4 weeks delivery. All orders subject to availability.

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

DON'T MISS THE HOTTEST GAME THIS YEAR!

SOLD BY
Williams
 Williams Entertainment Inc.



MORTAL KOMBAT 3



SUPER NINTENDO

SEGA

GAME BOY® GAME GEAR®

TO ORDER CALL 818-839-8755

PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. NO REFUNDS.



MK 3



MK 3



DOOM



TOMMO CATALOG

DISTRIBUTED By

TOMMO™

**FOR DEALER AND
WHOLESALE
INQUIRES:**

**TEL: 818-839-8755 OR
FAX: 818-839-8751**

ORDER FORM

Name: _____				Shipping Charges	
Address: _____				UPS Ground \$6.00	
City: _____		State _____		Zip _____	
Home Phone(____) _____		Daytime Phone(____) _____			
Item Description	Qty	Price	Totals		
1. MORTAL KOMBAT 3 (For Super Nintendo)		\$59			
2. MORTAL KOMBAT 3 (For Sega Genesis)		\$55			
3. DOOM (For Super Nintendo)		\$59			
4. TOMMO CATALOG		\$10			
Subtotal					
CA Residents Sales Tax 8.25%					
Postage & Handling					
Total Enclosed					

UPS Express Air \$12.00



☐ Visa
☐ MasterCard

C.O.D. & MONEY ORDER ACCEPT.
Important! Send all orders to: SIGNATURE
 Tommo Inc. 18521 E Gale Ave. City of Industry CA. 91748
 Credit card Exp Date _____
Please allow 3-4 weeks delivery. All orders subject to availability. Prices are subject to change without notice. No returns.

ALL NAMES AND LOGOS ARE THE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.

The Fast Start

When the race begins, wait until the announcer says "one", then hit the accelerator hard.



It should bring the speed bar to this spot just before the start.



If you hit it right, you get a superstart and take off at amazing speed. Timing this is crucial.

Wipeout 2

The fastest, most intense racing game ever is calling your name. And in order to see the even faster (yes, faster) Rapier Class, you need to qualify on all six tracks and have enough points to win. If you've been haplessly crashing into walls, that may sound impossible. However, with a small amount of motor skills and this strategy, beating five of the tracks is easy (Silverstream is anything but easy).

Pick Your Team

There's a choice of four different racing teams and eight different racers. And each team has its **advantages and disadvantages**.

AG Systems

Acceleration:☆☆☆☆
Top Speed:☆☆☆☆
Armor:☆☆☆☆
Turning:☆☆

Overall: AG Systems has the second best top speed, the best armor, and the worst turning circle. Not a ship for beginners. It moves too fast and has far too little control. Once you've mastered the game, this ship is great for a two-player link-up (because of the armor).



Auricom

Acceleration:☆☆☆☆
Top Speed:☆☆
Armor:☆☆
Turning:☆☆☆☆

Overall: Auricom has the best acceleration, the second best turning circle, and the worst top speed. It's definitely one of the two best choices for beginners because of the good turning circle and acceleration. However, the slow top speed can be real frustrating on long straightaways.



Quirex

Acceleration:☆☆☆☆
Top Speed:☆☆☆☆
Armor:☆☆
Turning:☆☆

Overall: Quirex is the fastest ship available and, while that may sound fun, it is easily the hardest to master. Start with one of the easier-to-handle ships and graduate to this beast. Once you've mastered the air brakes and their subtleties, this is the best choice.



Feisor

Acceleration:☆☆☆☆
Top Speed:☆☆
Armor:☆☆
Turning:☆☆☆☆

Overall: The best all-around ship is the Feisor. It's fast acceleration and great handling make it perfect for the Vonom Coast circuit. The only glaring weakness is the poor armor that keeps your ship dodging rockets, not absorbing them.



Combat

Wipeout is a racing game, first and a combat game second, but if you don't learn the nuances of battle, you won't be coming in first or second.



The rocket is a good weapon that takes a lot of skill to use correctly since it isn't guided. If you use them in too close, you just end up crashing into the ship you shot.



The proper way to use the rocket is to line up the guy in front of you from about this far away.

Rockets

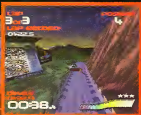


Nail him, and cut to the side of the track.

Turbo

The super-turbo is the ultimate speed burst and needs to be used only in certain places. See the track maps to find out the best place on each track.

The guided Shockwave tends to slow down the computer opponent.



Shockwave

Missile

The mother of all weapons, the missile locks on and tracks down its victim.



...then you can fly right by him. When you are hit by a shockwave, your screen starts shaking, making it hard to steer and keep down that last beer.

The only way it misses is if there are sharp curves or hills. Make sure you don't crash into the gunned-down victim.



Shields

Shields are best used when fighting off a charge from behind. No weapons can hurt your vehicle while you're in the sphere.

Leave a trail of mines behind you to take care of close pursuers. Putting them on turbo pods and jumps is the best location.



Mines



When going down hills, press up on the D-pad (brings the nose down) to keep maximum speed going.



Turns like this one require a good slam on the brakes.

When making a turn up a hill, press down-left (or right, depending on which way you're turning) to keep maximum speed. Some goes in reverse for turning down a hill.



This number one key to winning in Wipeout is hitting every possible turbo boost, especially the doubles and triples.

The same goes for going up steep hills. Press down on the D-pad to pull the nose up, so you don't bottom out.

Handling The Craft

The way Wipeout's rollercoaster tracks go, you need to know everything about your racing vehicle or you'll be hitting every wall. Note: the racers control just like an airplane.



For real sharp turns, you need to use the air brakes. A gentle tap on the air-brakes is best for most turns.

When going over jumps, resist the temptation to fly as long as you can. Push the nose down.

Altima VII

This relatively easy track is the hilliest of the bunch, so it's very important to hit all the turbos and none of the walls. Once you've raced through a few times, you'll learn where all the turbos are.

This is the first crucial spot on this track. Swing your back end into this double turbo and hit all the turbos on the way up the hill or you won't gain on anybody. This is also the best spot to use the Super Turbo.



Press down going down this hill, then pull up to go up. Be sure to hit all the turbos and keep your jump as low as possible.

Silverstream



Not that getting to this part of the track was easy, but this is where the real madness starts. A heavy air brake left gets you around this corner.



Then it's back to the right with an air brake, so you can hit the double turbo.

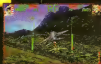
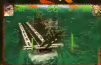


GO LEFT HERE! It's not an easy road, but go right one time and if you [see] you'll realize that going left at this point is the most important part of this whole strategy.

mission: DEADLY SKIES™

**BARF BAGS
NOT
INCLUDED**

Vertical loops...quick turns...speed bursts...air brakes. Flying by the seat of your pants in a one-on-one dogfight to the death can make a pilot kind of queasy. It doesn't matter that you're armed to the teeth with gun cannons, heat seeking missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Did you remember to save that doggie bag from lunch?



JVC
JVC AUDIO CASSETTES INC.

PC CD-ROM



3DO

 **SEGA SATURN**



© & © 1996 Electronic Arts Inc. All Rights Reserved. JVC, JVC Music, JVC Audio Cassettes, the JVC and JVC logo are trademarks of JVC AUDIO CASSETTES INC. The PlayStation logo is a trademark of Sony Corporation. Electronic Arts and the EA logo are a trademark of the EA Company.

Horodera

One of the longest tracks in the game makes this one tough to remember and it takes total concentration. Not to mention quite a few well-timed turns.



Before entering this tunnel, you need to have your craft on a turning angle like this to hit the turbos and not crash into the wall.

Hitting these two triple-turbos is exhilarating and a great way to make up some ground. Go across the first ones on a slight angle to the right.



Just before this tunnel is the best place to hit the super-turbo.



Karbonis V

A lot of rolling hills and sweeping turns make this track tough at first, but once you get the feel for the turns, this one is quite easy.

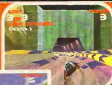


These rolling hills are simple to navigate... just cut in sharp on the corner, pause for a second, and go the other way.

This long straightaway is the best place for the Super-Turbo. If you use the super turbo, you'll need the air-brakes to make the sharp left at the end.



Entering this tunnel without hitting a wall is crucial. A sharp left turn gets you in, then a couple more sharp turns get you out.



This triple turbo is essential for any chance of victory. Come at it on an angle, then swing the back of your vehicle onto the turbo pad.



Arridos IV

This desert track is a slow track due to the super jumps, hills, and lack of turbos. So it takes a great deal of effort to gain any real ground. There are also a couple of splits, but it doesn't really matter which way you go, as long as you decide before you're faced with the choice.



At the first split, go left, then catch this turbo through to the split on the right.



Make a sharp left over this blind hill and you'll hit a turbo going into another turn.

Make sure and pull-up on the vehicle or you'll bottom out and lose all kinds of speed.



Terramax

A tough tunnel and some long straightaways make Terramax a deceptively tricky track. The key to winning this track is to make zero mistakes and gun down some of the leaders.

Directly after that is the best time to use the super-turbo. Don't use the super-turbo on any of these jumps, 'cuz if you go too far, the wuss wagon has to come and get ya.



This is the only straightaway on this track, so it'd be the best spot to use that super turbo.

SEGA

GAME GEAR

SEGA

SUPER
STAR WARS

RETURN OF THE JEDI



BRING THE ADVENTURE WITH YOU

Perfect for any form of travel,
Super: Return of the Jedi™
 is now available in portable sizes.



© 1994 Lucasfilm Ltd. and Nintendo. All rights reserved. Lucasfilm Ltd. and Nintendo hereby authorize Sega to use the name of the Star Wars franchise and the names of the characters in the Star Wars franchise in connection with the Game Gear and Game Boy versions of the game. All other rights reserved. Lucasfilm Ltd. and Nintendo hereby authorize Sega to use the name of the Star Wars franchise and the names of the characters in the Star Wars franchise in connection with the Game Gear and Game Boy versions of the game. All other rights reserved.



* Pick up these great games at your local retailer or call:

1-800-4-FUN-004 FOR ORDERS ONLY

Minimum orders per line or \$100.00 only apply to New York orders ship only.

For the latest game info, call the Black Pearl/Media Games Hot Line!

1-800-370-HINT (800-370-4461)

Not a 24-hour line. Hours of operation: 9 AM - 5 PM, EST, Mon-Fri.



All moves are performed by holding down the indicated buttons and pushing the appropriate directions on the control pad, except where otherwise indicated. While every move and character is on this list, not all versions (i.e., Game Boy and Game Gear) include all characters or every move — tough luck, huh?

KEY

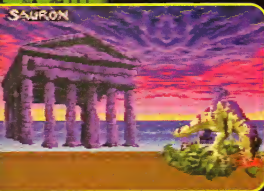
- 1 = Upper Quick
2 = Upper Fierce
3 = Lower Quick
4 = Lower Fierce

ARMADON

Homicide:	1+2+3	○○○
Bed-O-Nails:	1+3	○○○
The Gut Gouger:	1+2+3	○○○
Rushing Uppercut:	1+3	○○○
Iron Maiden:	2+3	○○○
Spinning Death:	2+4	○○○
Eat Humans:	1+2+3+4	○○○
Finishing Moves:		
Gut Fling:	1+2+3	○○○○○
Meditation:	1+2+3+4	○○○○○



SAURON



BLIZZARD

Ice Geyser:	1+2+4	○○
Cold Breath:	1+2+4	○○
Punching Bag:	1+4	○○○○
Throw:	2+3	○○○○
Air Throw:	2+4 (in air, close to opponent)	○○○○
Mega Punch:		
Short:	1+3	○○
Long:	2+4	○○
Quick:	1+2+3+4	○○○○
Fake:	1+3	○○
Eat Human:	1+2+3+4	○○○○
Finishing Moves:		
Brain-Bash:	1+2+4	○○○○○
To the Moon:	1+2+3+4	○○○○○

CHAOS

Grab-n-Throw:	2+4	○○
Ground Shaker:	2+3	○○○
Flying Bunt Slam:	2+4	○○○○
Battering Ram:	1+3	○○○
Fart of Fury:	2+3	○○○○
Power Puke:		
Fast:	1+4	○○
Slow:	2+3	○○○
Eat Humans:	1+2+3+4	○○○○
Finishing Moves:		
Number One:	1+3	○1+2+3+4 ○○○○
Cannonball:	1+2+3+4	○○○○○○○ (only works in Cave, Strip, and Ruins stage)



SAURON

Primal Scream:	1+3	○○
Bone Bash:	2+3	○○○
Shun Roar:	1+3	○○○
Earthquake Stomp:	1+2+4	○○○
Neck Throw:	2+4	○○
Air Throw:	2+4 (in air, close to opponent)	○○
Cranium Crusher:	1+4	○○○
Eat Humans:	1+2+3+4	○○○○
Finishing Moves:		
Flesh eater:	1+3	○○1+2+3+4 ○○
Carriage:	1+2+3+4	○○○○○○

DIABLO

Torch:	1+3	○○○
Hot Foot:	2+4	○○○
Mega Lunge:	1+4	○○○
Inferno Flash:	2+3+4	○○○
Pulverizer:	1+4	○○○
Fireball:		
Fast:	1+3	○○
Slow:	2+4	○○○
Eat Humans:	1+2+3+4	○○○○
Finishing Moves:		
Incinerator:	1+2+3+4	○○○○○○
Fireball:	2+3+4	○○○○○○



VERTIGO

Ankle Drag:	1+3	○○
Scorpion Sting:	2+3	○○○
Voodoo Spell:	2+3	○○○
Teleport:	2+4	○○○
Venom Spit:		
Fast:	1+3	○○
Slow:	2+4	○○○
Eat Humans:	1+2+3+4	○○○○
Finishing Moves:		
Poison:	2+4	○○○○1+2+3+4 ○○
Shrink and Eat:	2+4	○○○○1+2+3+4 ○○



TALON

Slicer:	1+3+4	○○○○
Brain Basher:	2+3	○○○○○○
Jugular Bite:	2+4	○○○○
Face Ripper:	2+4	○○○○
Pounce Flip:	2+3	○○○○
Frankie Fury:	1+4	○○○○
Ruin:	1+3	○○○
Eat Humans:	1+2+3+4	○○○○
Finishing Moves:		
Heart Wrencher:	1+3+4	○○○○○○
Sword:	1+4	○○○○○○



Their site.

Our site.

<http://www.gameplayers.com>



Where the cool people go.

GAME PLAYERS

Wimps & Wannabe's need not apply



Grab the world's greatest adventure game — **ADVANCED DUNGEONS & DRAGONS®**!

It's mind-bending. It's role-playing gaming.

There are terrifying new worlds to fear — with serious monsters, incredible riches and daring deeds to be done. Everything to get you started is in this box — including outrageous sound tracks on interactive audio CD.

Join forces with your friends . . . for some powerful adventure gaming — like you've never played before!

Available at your favorite stores nationwide. For the locations nearest you, call (toll free) 1-800-384-4158.

TSR #1135 • Sug. Retail \$30.00; CAN \$42.00; £21.50 U.K. incl. VAT • ISBN 0-7869-0359-7 • © and ™ designate trademarks owned by TSR, Inc. ©1995 TSR, Inc. All Rights Reserved.

MORTAL KOMBAT 3

Nothing Can Prepare You

Actually, there is one thing that can prepare you — this list of moves. MK3 is arriving in millions of homes across America on the Genesis, Super NES and PlayStation, and no matter which system you own, this extensive list of moves can prepare you.

The moves are listed by move, not buttons, so if the move is HP, HP, BL, you have to find the corresponding buttons for your system. Get this list now and get a jump on your friends.

COMMON MOVES

The following moves can be done by all the characters with essentially the same effect. Moves shown in red indicate holding the proper button(s) down.

Face Punch	HP
Body Punch	LP
Face Kick	HK
Body Kick	LK
Jump Punch	⊕ + HP or ⊕ + LP
Jump Kick	⊕ + HP
Uppercut	⊕ + HP
Crouch Punch	⊕ + LP
Roundhouse Kick	⊕ + HK
Leg Sweep	⊕ + LK
Crouch Kick (High)	⊕ + HK
Crouch Kick (Low)	⊕ + LK
Specialty Punch	HP (when against opponent)
Knee	HK or LK (when against opponent)
Throw	⊕ + LP (must be next to opponent)
Turning Punch	Leap over opponent and press HP
Turning Kick	Leap over opponent and press HK
Death Punch	Thought to be a rumor, this move does exist. Press HP when an opponent jumps into you and it does as much damage as an uppercut.

MOVE KEY

HP	High Punch
LP	Low Punch
BL	Block
HK	High Kick
LK	Low Kick
R	Run



SINDEL:

Fireball (in air)	⊕⊕⊕⊕⊕ + LK
Scream Drag	⊕⊕⊕ HP
Float	⊕⊕⊕ HK
Fireball	⊕⊕⊕ LP

Combos

1	HK, HP, HP, LP, HK
2	HK, HK, ⊕ + HK
3	HK, HP, HP ⊕ + HP, Jump Kick/Air Fireball

Finishing Moves

Fatality 1	R, BL, BL, R + BL, Stand Close.
Fatality 2	R, BL, BL, R, BL, Step or two away
Stage Fatality	⊕⊕⊕⊕ LP
Animality	⊕⊕⊕ HP
Beatality	R, R, R, ⊕
Friendship	R, R, R, R, ⊕

SHEEVA:

Teleport Stomp	⊕⊕
Fireball	⊕⊕⊕ HP
Ground Stomp	⊕⊕⊕ HK

Combos

1	HP, HP, LP, ⊕ + HP
2	LK, HK, HK, ⊕ + LK
3	HP, HP, LP, ⊕ + HK, ⊕ + HK, ⊕ + LK, ⊕ + HK

Finishing Moves

Fatality 1	⊕⊕⊕⊕ LP, Stand Close.
Fatality 2	HK ⊕⊕⊕⊕ and release. Stand close.
Stage Fatality	⊕⊕⊕⊕ LP
Animality	R, BL, BL, BL, BL, Stand close
Beatality	⊕⊕⊕⊕ HK
Friendship	⊕⊕⊕⊕ HP





SHANG TSUNG:

Volcanic Eruption ○○○○LK
Fireballs ○○○HP or ○○○○HP or ○○○○HP

Members (to assume the form and powers of the following characters):

Shou ○○○○LK
Jax ○○○○LP
Kano ○○○BL
Liu Kang JG
Stryker ○○○○HK
Sun Zao ○○○○HP
Cyax BL, BL, BL
Sektor ○○○○R
Night Wolf ○○○○
Sheeva (Solid LK) ○○○○ and release
Sonya ○ + R + BL + LP
Kung Lao R, R, BL, R
Kabal LP, BL, HK

Combos

1 LK, JP, LP, ○ + HK
2 Volcanic Eruption, Uppercut
3 Volcanic Eruption, Fireball, Fireball, Fireball
4 HP, HP, HK

Finishing Moves

Fatality #1 LP ○○○○ and release. Stand Close.
Fatality #2 LP, R, BL, R, BL and release. Stand close.
Stage Fatality ○○○○LP
Animality HP, R, R, R and release
Babality R, R, R, LK
Friendship LK, R, R, ○. Just outside sweeping distance.

OTHER COMMONS:

The 'Mercy' feature can only be employed in the third round. The feature gives a little strength back to your opponent, which in turn allows you to then unleash the unholyest of all attacks, the Animality Attack.

Mercy ○○○○R

The Pit II is a common fatality attack. There is a pit and spinning blades. You do the math.
The Pit II ○○○○R

NIGHT WOLF:

Axe Uppercut ○○○○HP
Shoot Arrow HCB, LP
Shield ○○○○HK
Shield Aura ○○○○HK
Shoulder Slam ○○○○LK

Combos

1 HP, HP, Axe uppercut, HP, Shoulder slam
2 HP, HP, LP, Axe Uppercut
3 LK, HP, HP, LP, Axe uppercut, Axe uppercut, Shoulder slam
4 HP, HP, LP, LP
5 LK, HP, HP, LP, HK

Finishing Moves

Fatality 1 BL ○○○○ and release. Stand close.
Fatality 2 LK, HP, HP, HP, Sweeping distance.
Stage Fatality R, R, BL
Animality ○○○○
Babality ○○○○LP
Friendship R, R, R, ○

JAX:

Single Missile ○○○HP
Double Missile ○○○○HP
Shoulder Slam ○○○○HK
Grab Punch ○○○○LP (press LP repeatedly for up to 5 punches)
Grab Throw Throw, Tap HP
Back Breaker BL (in air)
Ground Smash LK (3 Sec.), Release LK

Combos

1 HP, HP, BL, LP, ○ + HP
2 HK, HK, ○ + HP, HP, BL, LP, ○ + HP
3 HP, HP, BL, LP, ○ + HK

Finishing Moves

Fatality 1 BL ○○○○ and release. Stand close.
Fatality 2 R, BL, R, LK. Stand on the other side of the screen.
Stage Fatality ○○○○LP
Animality LP ○○○○ and release. Stand close.
Babality ○○○○LK
Friendship LK, R, R, LK



SONYA:

Rings ○○○LP
 Bicycle Kick ○○○HK
 Wave Punch ○○○HP
 Leg Grab ○ + LP + BL

Combos

- 1 HP, HP, LP, ○ + HP
 2 HK, HK, ○ + HK
 3 HK, HK, HP, LP, ○ + HP

Finishing Moves

Fatality 1 ○○○○R Stand outside jumping distance.
 Fatality 2 BL + R ○○○○ and release. Stand on other side of screen.
 Stage Fatality ○○○○HP
 Animality LP ○○○○ and release. Stand close.
 Babality ○○○○HK
 Friendship ○○○○R

LIU KANG:

High Fireball ○○○HP
 Low Fireball ○○○LP
 Flying Kick ○○○HK
 Bicycle Kick LK (3 Sec.), Release LK

Combos

- 1 HP, HP, BL, LK, LK, HK, LK
 2 Hop Kick, Fireball, Flying Kick
 3 LK, LK, HK, LK

Finishing Moves

Fatality 1 ○○○○LK Stand in jumping distance.
 Fatality 2 ○○○○ + R + BL
 Stage Fatality R, BL, BL, LK
 Animality ○○○○ Stand in sweeping distance.
 Babality ○○○○HK
 Friendship ○○○○R

SEKTOR:

Homing Missile ○○○○○HP
 Straight Missile ○○○LP
 Teleport ○○○LK (can be done in air also)

Combos

- 1 HP, HP, LK, LP
 2 HP, HP, HK
 3 HP, HP, ○ + HK, ○ + HK
 4 Teleport, Straight Missile
 5 HP, HP, HK, HK, ○ + HK
 6 HP, HP, ○ + HP, Hop Kick, Missile

Finishing Moves

Fatality 1 LP, R, R, BL Sweeping distance.
 Fatality 2 ○○○○BL Jumping range.
 Stage Fatality R, R, R, ○
 Animality ○○○○ Stand close.
 Babality ○○○○HK
 Friendship R, R, R, R, ○

KABAL:

Fireball ○○○HP (may also be done in air)
 Tornado Spin ○○○LK
 Ground Razor ○○○R

Combos

- 1 HP, HP, ○ + LP, ○ + HP
 2 HP, HP, ○ + HP, JUMP KICK, FIREBALL
 3 LK, LK, HP, HP, ○ + LP, ○ + HP
 4 LK, LK, HP, HP, ○ + HP, JUMP KICK, FIREBALL
 5 HP, HP, HK, HK, ○ + HK

Finishing Moves

Fatality 1 ○○○○BL Sweeping distance
 Fatality 2 R, BL, BL, BL, HK
 Stage Fatality BL, BL, BL, HK
 Animality HP ○○○○ and release. Stand close.
 Babality R, R, LK
 Friendship R, LK, R, R, ○

STRIKER:

Long Grenade Toss ○○○○HP
 Short Grenade Toss ○○○○LP
 Club Throw ○○○HK
 Club Trip ○○○LP

Combos

- 1 LK, HP, LP, ○ + HP
 2 LK, HP, HP, LP, Baton Throw
 3 LK, LK, B + HK

Finishing Moves

Fatality 1 ○○○○BL Stand next to.
 Fatality 2 ○○○○LK From across screen.
 Stage Fatality ○○○○HK
 Animality R, R, BL, BL Step or two away.
 Babality ○○○○HP
 Friendship R, R, R, HK



SUB-ZERO:

Ice Ball	○○○○LP
Ice Shower	○○○○HP
Ice Clones	○○○○LP (in air also)
Slice	○ + LP + BL + LK

Combos

1	HK, HK, ○ + HK
2	HP, HP, LP, ○ + HK
3	HP, HP, LP, ○ + LK, ○ + HK, ○ + HK
4	HP, HP, ○ + LK, ○ + HK, ○ + HK

Finishing Moves

Fatality 1	BL, BL, R, BL, R, Stand close.
Fatality 2	○○○○R, Stand close.
Stage Fatality	R, BL, R
Animality	○○○○ Stand close.
Babality	○○○○HP
Friendship	R, R, R, ○



KUNG LAO:

Combos

1	HP, LP, HP, LP, LK, LK, ⊕ + LK
2 HP, LK, ⊕ HK

Hat Throw	○○LP
Teleport	○○
Dive Kick	○ + HK (while in air)
Whirl Spin	○○○R

Finishing Moves

Fatality 1	○○○○HP, Stand close.
Fatality 2	R, BL, R, BL, ○ Anywhere.
Stage Fatality	○○○○LK
Animality	R, R, R, R, BL, Stand close.
Babality	○○○○HP
Friendship	R, LP, R, LK

CYRAX:

Net Capture	○○LK
Exploding Teleport	○○BL (in air also)
Long Grenade Toss	LK, ○ HK
Short Grenade Toss	LK, ○ HK
Air Throw	○○○○○ & Block (must be in air)

Combos

1	HP, HP, HK, HP
2	HP, HP, HK
3	HP, HP, HK, HK, ○ + HK
4	HP, HP, ○ + LP, HP, KICK
5	HP, HP, HK, HP, HK, ○ + HK

Finishing Moves

Fatality 1	○○○○HP, Anywhere.
Fatality 2	○○○○R, Stand close.
Stage Fatality	R, BL, R
Animality	○○○○ Stand close
Babality	○○○○HP
Friendship	R, R, R, ○

KANO:

Knife Throw	○○○HP
Knife Uppercut	○○○○HP
Grab & Bite	○○○○LP
Air Toss	BL (in air)
Flying Cannonball	LK (3 Sec.), Release LK

Combos

1	HP, HP, ○ + LP, ○ + HP
2	HP, HP, HK, LK, ○ + HK
3	HK, HK, LK, ○ + HK
4	HP, HP, ○ + LP, ○ + HP, Hop Kick, Air Toss

Finishing Moves

Fatality 1	LP, ○○○○ and release, Stand close.
Fatality 2	LP, BL, BL, HK, Stand just outside sweeping distance.
Stage Fatality	○○○○LK
Animality	HP, BL, BL, BL, and Release, Stand close.
Babality	○○○○LK
Friendship	LK, R, R, HK

Are you serious about PC gaming?

We are.



Subscribe today
and get 12 issues with 12
game-packed CD-ROM
discs for only \$47.95 –
almost **50% off**
the newsstand price!
(That's only \$4.00 per issue!)

To order, fill out the form below, or, for faster service, call (800) 706-9500.

Only

PC GAMER

brings you:

- Scoops
- Rated Reviews
- Eyewitness
- Columns
- Strategy



Yes. Send me the next 12 issues of *PC Gamer* including the CD-ROM discs!

Name _____

Address _____

City, State, ZIP _____



Payment Enclosed



Bill Me Later

Payment Method



check enclosed



Visa



MC



AmEx

Account Number _____

Exp Date _____

Signature _____

Send your completed form to: *PC Gamer*, PO Box 51199 Boulder, CO 80322-1199

*12 issues Canada \$US \$1.95 *Other foreign \$US \$1.95 Please send Canadian and foreign orders prepaid in U.S. funds. Offer expires 3/30/99

5UC15

GAMIE SLAYERS



MYST

Panasonic for 3DO • Acclaim for Saturn

I need to know how to navigate the underground cave system in the Selenitic Age.
woodoo@ix.netcom.com



Noooo, not the Maze runner. Don't make me go back there... Nooooo...

Ah. The maze car. What a hideous thing to throw in the middle of a game. When I originally played this, it took me nearly two weeks to get through. This is slower than some, but then, I was busy. Anyway, the quickest path (well, the only path) through is: **N, W, N, E, E, S, S, W, SW, W, NW, NE, N, SE**, then you should see the exit. From there you come to a corridor, at the end of which is the page that takes you back to the library on Myst Island.

ETERNAL CHAMPIONS: CHALLENGE FROM THE DARK SIDE

Sega for Sega CD

I finally figured out an easy way to do the Cinekills. First, pick Duel, then set the speed to Overdrive. Next, pick the two fighters. When you start fighting, move in close and start hitting. I found Raven's wheel kick works best, but make sure you don't back your enemy to the edge of the screen, or you'll start bouncing off. When you hear a beep, keep kicking, and once they're stunned, one player disappears, and the Dark Champion pops up and says, "To your death." Then just sit back and enjoy!



Put the speed on Overdrive and pick any fighter (Raven works well, but most any of 'em will do). Keep doing wheel kicks, but make sure your opponent doesn't hit the far side of the cage.

Paula Gembarsky
Bellevernon, PA

Geez, a guy spends weeks trying to figure out Power Combos, and then somebody walks in and just finds the easy way in nothin' flat. This trick sort of requires that your opponent just stand there, which doesn't make it very useful in a real two-player fight, but if all you want to do is see what a Cinekill looks like, it does the job.

Wheel The Dark Champion! To your death!



Hello again. Having wallowed in the sweetening gore that is *Eternal Champions CD* for the last two months, I figured, what the hell, let's make three the magic number. Then I went one better — here's the kill moves for *Weaponlord* too. You know, in spite of the fact that *Weaponlord* has some of the most ridiculously hard special moves to pull off I've run across yet, if you're a serious fan of fighting games, you might want to check it out. The depth of strategy is incredible.

In other news, the *Chrono Trigger* letters are starting to pile up, which is predictable enough. I now have a new E-mail address, just like everyone else at **GAMIE PLAYERS**. It's shown below. Keep the E-mail coming.

Jeff_Lundrigan@qm.imagine-inc.com

Jeff

CHRONO TRIGGER

Square Soft for Super NES

This is a great game, but I'm stuck on a couple of things. First, even though I beat the Boss under the desert in 800 AD, the forest still hasn't come back to life in the Present. Also, I found the Moon Stone, and I knew I needed to take it back to Sun Keep in 65,000,000 BC and leave it there to change it back to the Sun Stone, but somebody stole it and I can't find it anywhere. Please help me.

Walter Stone
Des Moines, IA

No sweat. The problem with the forest is one of manpower, or, to be precise, robot power. After defeating the boss (the best way to do this, by the way, is with Chrono, Marie, and either Ayla or Robo equipped with the Rage Ring. You need to keep hitting the boss with ice spells to keep its defense down, then depend on Ayla or Robo's physical attacks to kill it since it's immune to everything else). Go visit Fione with Robo in the party, and then agree to let him stay and help. Now when you go back to the Present, there's a forest where the desert was. Visit the shrine there — it's worth it, trust me.

The Moon Stone, by the way, is in the Sun Palace in 2300 AD. Beating the Son of the Sun who guards it is relatively easy with the right equipment, but kind of tedious. Just bring Chrono, Ayla, and Robo. Equip as many characters as you can with Red Mail (see our *Chrono Trigger* strategy

feature in issue 76 to find out how to get a suit), which actually heals anyone who wears it when they take fire damage. Attack the fire spirits around the main boss using only regular physical attacks, and when one of them has taken enough damage, it begins to hurt the Son of the Sun itself — it takes a real good long time, though.

You can't get the Moon Stone in 1000 AD because the guy who has it is a real SOB. So, just casually change history and make him a good guy. Follow the pictures.



Once you've defeated the boss under the desert in 600 AD, take Robo to see Fione. The industrious little fellow offers to help, and when you leave, you see him dutifully tilling the soil.



Back in the Present, the forest has returned. Visit the shrine there to recover Robo.



This kicks into a neat sequence where you get to help Lucca fix a tragedy in her past. Just think L button, A button, R button, A button.



Since he's greedy scum, he won't give it to you, but if you travel back to 600 AD, you find his great-grandmother pining for jerky. Hook back to the Present.



In the Small Shop in Porre in 1000 AD, you can buy jerky from the proprietor for a huge waste of cash. Take it back to 600 AD.



Give the Jerky free of charge to the great-grandmother, and she's so impressed she decides to teach all her children to be generous. So now, back in the Present, the Mayor is a nice guy who gladly returns the Moon Stone.



To get back the Moon Stone, visit the Mayor of Porre — you can recognize his house by the sparkles coming off it.

WEAPONLORD

Namco for Super NES and Genesis

You guys printed a moves list for this game a while ago, but you didn't include any Death Moves. What gives?

Chuck Upstead
New Orleans, LA

Um, just didn't know 'em at the time. Since then, I've had a lovely time working with James Goddard, one of the game's producers, who calmly and rationally explained just how incredibly complex his little game really is.

Death Moves in *Weaponlord* aren't as easy to pull off as in other games, but they're also more integrated into the gameplay. There are seven categories of Death Moves, and each character has at least six apiece. You may have noticed that after an opponent is defeated, you have a few seconds to continue whaling on 'em — that's the time to perform the Death move by pulling off the correct Final Hit-Special Move combo. Every character has a regular attack that's designated as their Final Hit,

and by rolling that final hit into a combo with a special move, you kill them off in splendidly gory ways.

For example, Korr's Final Hit is a Standing Backstrike, so make your last hit of the match (the one that drains that last bit of the life meter) a Standing Backstrike, then follow that with a Doubleover for a two-hit combo that ends with the opponent being disemboweled. The best part is that if you're good enough, you can keep stringing on more moves until the time

WEAPONLORD

CONTINUED FROM PG. 151

Namco for Super NES and Genesis



Pulp — I just hate it when my rib cage explodes.

BANE

Final Hit: Standing Forestrike
Decap: Cursed Kick
Pulp: any hit into Cursed Storm
Decap: Fang Cutter
Frenzy Death: Berserker
Exploding Head: Skull Crusher
Brain: Skull Crusher

QUADRA

Final Hit: Standing Backstrike (both strikes must hit)
Decap: Power Rip
Pulp: Ground Blast, Ground Blast again to opponent's chest
Decap: Psycho Blades
Frenzy Death: Soul Oni
Brain: Power Rip the falling head after Decap
Ground Decap: Power Rip against fallen opponent

JENTAI

Final Hit: Standing Forestrike
Decap: Back Blade Smash
Pulp: Leg Breaker, use Leg Breaker again to explode ribs
Decap: Shield Strike
Frenzy Death: Death Blade
Exploding Head: Backhand Blast against standing opponent
Brain: Backhand Blast against falling head
Group Decap: Down Strike on fallen opponent (combo with any hit on neck)



Degut — Did you need those interludes? Gee, I'm sorry...



Exploding Head — Yuck.

• runs out — after the Backstrike-Doubleover go into a Tarek Strike, for example, then use another Tarek Strike on the falling head for a multiple Death Move combo! Spill his guts, cut off his head, then pop out his brain. Ain't life grand?

Just one last word — every character's Pulp can use ANY hit as a Final Hit, and some Death Moves can be done from moves other than Final Hits as well. These kind of moves have been noted.



Fleashless Decap: You lop off the head, but for some reason all the skin comes off the skull.

KURA

Final Hit: Standing Backstrike
Decap: Doubleover
Decap: Tarek Strike
Brain: Tarek Strike on falling head
Pulp: any 2-in-1 into Elbow Smash, then use Heart Strike on fallen opponent
Exploding Head: 360 Flame Strike
Frenzy Death: Firestorm

TALAZIA

Final Hit: Standing Forestrike
Decap: Talon Blade
Fleashless Decap: Low Air Tear
Pulp: any 2-in-1 to Rib Claw, then use High Air Tear on fallen opponent
Decap: Falcon Strike
Exploding Head: Phoenix Strike
Frenzy Death: Air Frenzy
Brain: Phoenix Strike on falling head

ZAPAK

Final Hit: Standing Backstrike
Decap: High Power Slice
Fleashless Decap: Web Spider
Pulp: any hit 2-in-1 to Web Rip so Web Rip kills opponent, then use Inferno on fallen opponent
Decap: Low Power Slice
Frenzy Death: Chase
Exploding Head: Guillotine Strike
Brain: Inferno on falling head
Ground Decap: any hit into Guillotine Strike on fallen opponent
Cocoon: 2-in-1 to Web Rip on already defeated opponent

ZORN

Final Hit: Standing Forestrike
Decap: Demon Axe
Pulp: 2-in-1 to Axe Trip, use Hell Ganger on fallen opponent
Decap: Hell Fire
Frenzy Death: Hell Grinder
Brain: Hell Fire on falling head
Ground Decap: any hit into Corpse Striker on fallen opponent (hit neck)

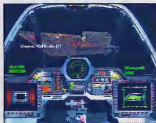
WING COMMANDER III

Origin for 3DO

I'm having trouble where you have to guard the Behemoth from getting attacked while it blows up the planet Kibrah. The TCS Victory keeps on leaving without me. I need help!

Wes Hicks
 Lake Mary, FL

Well guy, you've locked on to one of those handful of missions in *Wing III* that you just can't successfully complete, no matter how hard you try. This one gave me the roundabout too, until I realized that it's



Some days it just doesn't pay to get out of bed. Operation Behemoth is one of those days.

necessary for the game's storyline that the Confederation lose the Behemoth. The game simply continues to send wave after wave of Kibrah Paktain fighters — they literally never end (of course, given the fact that you're directly attacking the Kibrah homeworld, what else would you expect?).

Anyway, the best way to get through this mission is:

1) Call your wingman and order him or her to return to the Victory. You can't win, so you might as well not risk losing anyone else, either.

2) Don't even bother to engage any enemy fighters. They're going to blow up the Behemoth no matter what, so lay back and stay safe.

3) Once the Behemoth is destroyed, you've got about ninety seconds to get back to the Victory, so make it hence and with all speed — ignore Prince Thrakthath. If you chase him, you wind up stranded in space.

Is everybody cool with that?

KEEP IN TOUCH

Send your game questions or any top secret tips to Jeff at the usual address:
GAME SLAYERS
 1350 Old Bayshore Highway, Suite 210;
 Burlingame, CA, 94010

The #1 comic book is now a hot new video game!

A MATCH MADE IN HELL.



A new breed of evil!



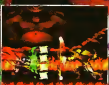
Escape Spirit Knight's vengeance: Teleport!



Overkill™ is unstoppable!



Spawn™ vs. Violator™:
Eternal Enemies!



Unleash the fury of the
full force blast!



Rooftop vengeance!

Todd McFarlane's

SPAWN

THE VIDEO GAME

Infinite powers are yours, but use them at the cost of your soul! As Spawn, you are the pawn in an endless battle between the Mad One™ and the Lord of Darkness! Your enemies—Violator, Redeemer, Overkill—are everywhere! Can you survive 17 levels of 24-meg madness? Experience conflict in the intense graphic style of the comic that started it all: Todd McFarlane's Spawn!

SUPER NES™



Spawn™ (c) 1993 New Line Productions, Inc. All Rights Reserved. Todd McFarlane's Spawn™ is a registered trademark of Todd McFarlane Productions, Inc. All Rights Reserved. Violator™, Redeemer™, Overkill™, and the Lord of Darkness™ are trademarks of New Line Productions, Inc. © 1993 New Line Productions, Inc. All Rights Reserved. Spawn™ is a character and trademark registered at U.S. Patent and Trademark Office. © 1993 New Line Productions, Inc. All Rights Reserved.

Acclaim
ENTERTAINMENT

CODE BREAKERS

RIDGE RACER

Normco for PlayStation

Racy Codes!

Here's a couple fun little codes for that cool new racing game that's making all the kids say "Wow, that's pretty cool." The first code is not that exciting admittedly but it's something anyway, and it does work. Now, as for the second car code, this one is definitely good stuff, though you're going to have to do a little work for this one. The third code is going to require a little bit of work as well, but what kind of fun is it to just have this stuff given to you? Oh yeah, I forgot, that's how you like it. Oh well.

Flagging

At the title screen, press and hold any two of the shoulder buttons.



While holding the shoulder buttons, press any of the other buttons or any direction on the D-pad and you find yourself with control of the Ridge Racer flag. Like you care.



Additional Cars



You will then be rewarded with eight, that's right, eight new cars.



First kill all the enemy ships in the round of Galactica at the beginning of the game.

Blaxploitation



To race as the elusive black car, you first have to beat him in the Time Trial Extra mode. This is not easy to do, but the pay-off is worth it.



When asked if he would enjoy yet another flogging at the feet of the almighty Shrine O' The Code, Patrick Baggett enthusiastically volunteered—like he had a choice. Or maybe he just likes that kind of pain-type thing.

OK, here's the part of Code Breakers where I tell you about all the great codes we've got for you. These codes are so great that you will probably be moved to grab a pen and quickly dash-off a thank you note, but that won't be necessary.

Instead, you will probably find it more useful to grab that video game controller sitting next to you and get ready to try out each and every code that you can. If you're not anywhere near a controller at the moment, then perhaps you can try out that mime routine you've been working on. Go ahead, try it out. See if you can get the extra-special mime codes to work for you. If you can't, then I'm afraid you're one lousy mime and you should probably consider a career in rodeo clowning. Oh yeah, we really do have some great codes for you this month, so go ahead, check them out!

Patrick



PREHISTORIK MAN

Titus for Super NES

SKIPPING!

Here's the deal: You love stage selects. We've got one. We're going to give it to you. Fair enough? We thought so.



Go to the Options menu.

Highlight Exit, press and hold L, then press Start.



Highlight Game Start, hold R and press Start.



At any point during the game, you can now press Select to skip to the next stage.

HAGANE

Hudson Soft for Super NES

INFINITE BABY!

If there's one game that is need of an infinite continue feature, it is definitely Hagane. This particular martial arts extravaganza, as you know, is a tough little nut to crack, but this code may just be the nutcracker you've been looking for.

First choose the 'Config' option at the title screen.



Go to the music option and play, in this order, samples of 9, 8, 7, 6.



Now when you end a game, you notice that you have infinite continues. Not bad, huh?



DAYTONA USA

Sega for Saturn

Demo Model

This is another one of those funny codes. You know, the kind that lets you do something funny. The funny thing that you can do with this code is watch a car race around the track without tires. Funny, huh? Actually, it's pretty cool, so try it out. Also, for one last Demo treat, there is the helicopter view.



Now wait for the demo and enjoy the craziness.

After the tires are taken off and before the new ones are put on, press A + B + C + Start to reset the game.

Helicopter View



Choose Saturn Mode.



Choose a track.



Then hold Start as you pick your car to race in Time/Lap mode.



After finishing the race, choose Yes to the replay.

Press R at any time during the replay to see the helicopter view.



GEX

Crystal Dynamics for 3DO

The following codes should prove useful if you have any interest whatsoever in winning the game. Let's say, for example, you've been stuck in one particular spot for some time and you're sick and tired of tasing Gex. Maybe you'll want to try out the invincibility code, or maybe you'd like the instant Turbo Gex. Whichever you choose, you're sure to finally get that nasty taste of defeat out of your mouth.



CODE MONKEY OF THE MONTH

SUPER GEX

This month's Code Monkey honors go to **Eric L. Catlin** of **Laurelton, NY** for his outstanding Gex codes. Thanks Eric, and please keep them coming. And if you don't have anymore good codes for us, then at the very least tell your smart friends with good codes to send them in. Thanks again, and congratulations! By the way, you may notice that Code Monkey's arch-nemesis, Code Donkey, is no longer a part of Code Breakers. Well, the truth is, we just didn't think it was that funny anymore. If you disagree, or have any better ideas, then let us know immediately. Thanks very much.

ELECTRIC GEX



At any point in the game, press **Pause**.

While game is paused, press and hold **R**, then press **Left**, **C**, **Down**, **Right**, **Right**, **Left**.

When the game unpause itself, you'll know you've done it right.

TURBO GEX



Press the **Pause** button.

Hold **R** and press **Left**, **C**, **Down**, **Right**, **Up**, **Up**, **Right**, **Right**.

Aaah, beautiful turbo.

INVINCIBLE GEX



Press **Pause** at any point in the game.

Hold **R**, and press **Left**, **C**, **Down**, **Up**, **Up**, **C**, **Left**, **Right**, **A**, **Right**.

If you can't get anywhere now, then I just don't know what to tell you.

AIR COMBAT

Namco for PlayStation

LITTLE HIDDEN GAMES

It seems like Namco has a thing for hidden games within games. For example, in *Tekken* you get to play *Galaxy* and in *Ridge Racer* you get to play *Galaxian*. In *Air Combat*, however, you have to do a little work to find the hidden game.

First you must enter the debug mode by pressing and holding the **R1** and the **Circle** during the pep talk.



Before the game actually starts, you get to play a round of this simple action game. You might also want to try pressing **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **R1** at the special debug loading screen.

Once you get the special loading screen, you know you've accessed the debug mode.

NIM LOADING

Release **R1** and **Circle** and press **Up**, **Left**, **Down**, **Right**.

NIM LOADING

Now start a normal game.

COMIX ZONE

Sega for Genesis

THE COMIX CODES

This code is probably just what you've been looking for. Of course, that's just me talking and until you've had a chance to read through the following code, I guess we just won't know. So, why don't you just go ahead and try it out and then let me know. Well, you don't have to let me know if you don't want to, but you can. Asha, never mind, just enjoy the code.

Invincibility Code



Go to the Jukabox. Press **C** at each of the following numbers: 3-12-17-2-2-10-3-7-7-11. You hear a voice say "Oh Yeah!", then press **Start**.

Level Select Code



At the Jukabox, press **C** at 14-15-18-3-13-3-2-1-5-6-6. After the voice says "Oh Yeah!", press **C** at a number from 1-6 to choose a level. Then press **Start**.

PANZER DRAGON

Sega for Saturn



At the title screen, press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

SPACE HAMMER?

If you remember Space Hammer, then you'll probably see this code as a real blast from the past. It's not exactly like Space Hammer, because, well, it's not, but if you were thinking it might be fun to play a little Panzer Dragon, old-school style, you'll want to try this one out.



This code starts off the way back at the Systems set-up screen.

Start the game.

Look, Ma, no dragon! Take to the skies old by your lonesome in this Space Hammer-esque action sequence.



Choose the Language option from the first menu.

Choose Deutsche.



SLAM 'N' JAM

Crystal Dynamics for 3DO

A NEW WAY TO CHEAT!

This is not so much a code as an example of corporate cheating, but it's pretty cool just the same. Just because Slam 'N' Jam doesn't have an NBA license doesn't necessarily mean you can't play with real players. You're still not going to have the real names, but if you look closely we think you might start recognizing some of the players just the same.

At the team select screen, find the team you want to play as.



HOME TEAM

Location: Phoenix

Player 1 Manual

AWAY TEAM

Location: Phoenix

Player 1 Manual

QUARTER

Location: Phoenix

Player 1 Manual

MAIN MENU

Location: Phoenix

Player 1 Manual

CONTINUE

Location: Phoenix

Player 1 Manual

EXHIBITION GAME

Now choose the team just to the right of the one you actually want to play.

Was that... no, it couldn't be.

GAME GENE

RIDGE DREDD

Acclaim for Genesis

BBAT-BAW - 9 Lives

XOBA-JACA - 99 Grenades

AKCT-EA24 - Infinite Energy

LUNNET TUNES 8-BALL

SunSoft for Super NES

BAAS-1700 - Special Powers

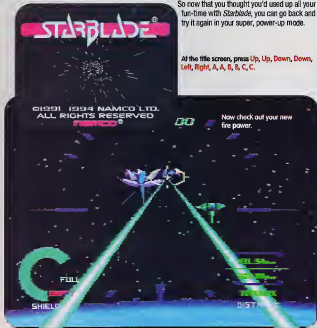
W3VJ-3000 - Extra Cash

STARBLADE

Namco for 3DO

SHOOTING IN THE FAST LANE

This code is good for what ails you. That's right, it's all about rapid fire and that's what we've got for you. So now that you thought you'd used up all your fun-time with *Starblade*, you can go back and try it again in your super, power-up mode.



At the title screen, press **Up, Up, Down, Down, Left, Right, A, A, B, B, C, C**.

MECHWARRIOR 3050

Activision for Super Nintendo

Mech Goodness!

Have you had some trouble with running out of ammo? Is there anything worse than running out of ammo? Of course there isn't, so we've taken the liberty of providing you with a special code that will put a quick end to that nonsense.



Go to the password screen.

Enter the code **MIR0G3**. Blast away.

BATTLE ARENA TOSHINDEN

SCE for Playstation

FIGHTING DUTY

If you've been following the **GAME PLAYERS** Code Breakers pages for at least one month now, you probably remember the two great Toshinden codes we ran last month. Well, if you didn't see last month's issue then you have to check out our **NEW** code archive (in this issue) to get last month's codes. No, I really mean it. You have to find last month's codes because this month's code simply won't work without it.



First enter the Sho and Gaia codes from last month's issue, then wait for the demo and press **Start**. As soon as the title screen comes up, press **Down + Left + X**.



After you hear a voice shout 'Fantastic!' go to the Option Menu.



Change the shoulder button controls to your special moves. Start a game.



At any point during a fight, press **R1 + R2 + L1 + L2 + Select** to use Your character's Secret Normal Move.

More Power Than Ever...

POWER CHROME



LEGENDS '95

Premiere Edition

Sky
Box

COMING IN
NOVEMBER

Super-Premium Chromium Trading Cards.

All characters and related elements are the property of DC Comics TM & copyright 1995. All Rights Reserved. Copyright 1995 Skyline is a trademark of SkyBox International Inc. Produced and distributed under license by Skyline International Inc.

EVEN MORE CODES!

Miss out on some codes? Don't worry, they're probably right here in the new expanded Codebreakers section! Check it out!!!

ASTALLED NO MORE

ASTAL

Sega for Saturn

PICK YOUR LEVEL

- Go to Options Screen.
- Once at the Options Screen use controller two and press Left, Right, Left, Right, Up, Down, L, R, and then Start.
- When the words "Secret Mode" appear at the top of the screen, you know you're on your way to level select goodness.

- Go Back to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, Z, B, X

- When you see the words "Stage Select" appear at the bottom of the screen, then you've done the code right.
- Now you may choose any level you'd like to play.

BADASS FIGHTER CODES

TOSHINDEN

SCE for PlayStation

FIGHT AS THE BOSSES!

GAIA CODE

- As soon as the title screen appears press Down, Down & Left, Left, Square.
- When you hear a voice say "Fight" and the words turn from blue to red start a one player game.
- Set the select screen so that 闘 is in the highlighted box and press Up plus any button.
- If you lose with Gals then you probably don't deserve to be using him in the first place.

SHO CODE

- To fight as Sho do the initial steps for the Gals code to make the words turn red.
- Wait until the demo starts then press Start on controller one.
- Once the title screen comes up again press Right, Left, Right, Left, Square on controller two. The words will turn blue again if you did it right.
- Then go to select screen and highlight Kayin. Hold down and press any button to fight as Sho.



SLAM N CODES

SLAM N' JAM

Crystal Dynamics for 3DO

POST SHOT PERCENTAGES. PLAY WITH LITTLE PEOPLE

PERCENTAGE GAME

- Start a new game.
- When you get to the Scouting Reports screen choose continue.
- In the time between the Scouting Report Screen and the tip off press and hold down the L button.

POWER SUIT

MIGHTY MORPHIN POWER RANGERS: THE MOVIE

Bandai for Super NES

START WITH POWER SUITS

- At the title screen press Up, Down, Left, Right, X, B, Y, A and Start.
- When the letters turn blue you know you've done the code right.
- Now your favorite Power Ranger will be wearing his/her power suit right from the very beginning.

THOSE FOUR LITTLE LETTERS

BLACKTHORNE

Interplay for 32X

PASSCODES FOR BLACKTHORNE

- At the passwords screen, enter the following codes for rapid advancement through the game's levels.
- The Mine Level passwords for levels 2, 3 and 4 respectively are FBWC, QP7R, and WJTY.
- The Tree Level passwords are RRYB, ZS9P, XJSH and CGDM.
- The Sand Level passwords are TJIF, GSG3, BMHS and Y4DJ.
- The Castle Level passwords are HCKD, NRLF, J6BZ, MDXG and K3CH.
- The Tree World Level passwords are RRYB, ZS9P, XJSH and CGDM.

WARIO BATTLE

WARIO BLAST

Nintendo for Game Boy

PLAY FIGHTING MODE

- At the Passwords screen, enter 5656 to play Super Bombberman.
- Enter 6565 to play Wario.

- You will now see the shot percentage with every shot you take.

LITTLE PEOPLE

- Follow the same procedure you used with the shot percentage code until you get to the Scouting Report screen.
- After you choose continue start pressing the R button repeatedly and quickly.
- Once the game starts press pause, then unpause and you'll have it.

SECRET MISSION MADNESS

HOVER STRIKE

Atari for Jaguar

PLAY SECRET MISSION

- At the mission select screen press 2, 3, 6 & Up all at the same time.
- Then flip through the list of missions until you get to the one entitled 'The Drive for Five'. You'll know it.
- When you select the mission you will receive a nice little congratulations message from the development team. Now get out there and complete that mission.

DRAGONLESS FLIGHT

PANZER DRAGON

Sega for Saturn

PLAY WITHOUT A DRAGON

- This code starts way back in the Saturn Set-up mode where you will have to choose German on the language select screen.
- Once the game is loaded go to the title screen and press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

MORE PANZER CODES

PANZER DRAGON

Sega for Saturn

- Once this code is installed you will now be able to enter the following shot power-up codes at the Episode Screens.
- Hold B at the Episode Screen to get the Purple power-up.
- The purple power-up is definitely not to be messed with.
- Using the same tactic except holding the C button will give you the blue power-up which is again, not to be messed with.

ROLLING, ROLLING, ROLLING

PANZER DRAGON

Sega for Saturn

ROLL AT ANYTIME

- At the title screen try pressing Up, Right, Down, Left four times in a row.
- When you hear a crashing noise and see the words 'Rolling Mode' appear then you know you've done it right.
- Now that you're in 'Rolling Mode', a double tap in any of the diagonal directions will send you into a roll.
- As an added bonus try holding any button during a roll and watch all the enemies on radar become lock-on targets.
- Let the button go and your enemies are dust in the wind.

JUMPING CLOUDS!

JUMPING FLASH

Sony for Playstation

MOVE THE CLOUDS FASTER

- At the title screen hold down L1, L2, R1, R2 and press up.
- When the clouds speed up you've completed the code.
- No really, that's it. I told you it wasn't very good.

GET EXTRA JUMPING POWER

- When you finish the game return to the title screen and flip through the stage select until you see the word 'Extra'.
- Restart the game.
- Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple jump. Enjoy!



HOLY BAT GET AWAYS

ADVENTURES OF BATMAN & ROBIN

Sega for Genesis

STAGE SELECT FOR BATMAN & ROBIN

- At any point in the game, press start to pause the bat action.
- Once the game is paused press B, A, Down, B, A, Down, Left, Up, C, (Bad Bad Luck).

PASSWORDS AND MORE PASSWORDS

BUST-A-MOVE

Taita for Super NES

PASSCOOES FOR BUST-A-MOVE

- At the passwords screen, just enter any of the following codes.
- Now that you've mastered level 50, how about trying level 60, 70, or 80?
- Sure, we know it's tempting to jump right to level 100, but have some patience and you're sure to get even more enjoyment out of these passwords.
- Level 10XJZBOX
- Level 20JG2PWC
- Level 30SSNR1Y
- Level 40LTH306
- Level 50TZDK2K
- Level 606OGOKVN
- Level 70SV6RTR
- Level 80A6V4C2
- Level 90SK5TTS
- Level 10023Q665

PRACTICE MAKES PERFECT

NBA LIVE '95

EA for Genesis

PRACTICE MODE IN NBA LIVE

- At any point during the game hold A for turbo.
- While holding A press start and everyone else on the court will freeze. Enjoy!

MASTER DURAL

VIRTUA FIGHTER

Sega for Saturn

FIGHT AS DURAL

- At the title screen, choose either Arcade or Vs. mode. This will work in either One or Two player modes.
- At the Fighter selection screen press Down, Up, Right, A + Left (Get it? D.U.R.A.L!)
- Now that you've got the moves you better be all you said you could be.

EVIL TWIN POWER ACTIVATE

BARKLEY: SHUT UP AND JAM 2

Accolade for Genesis

PLAY AGAINST EVIL TWINS

- Start an exhibition game.
- Choose your team.
- Press start at any point during the game to pause the action.
- Highlight 'Quit' and press C three times.
- Then highlight 'Resume' and when you return to the action you will be playing your evil twins.

DEMONIC CODES

DEMON'S CREST

Capcom for Super NES

PLAY AS ULTIMATE GARGOYLE

- First, go to the passwords screen.
- Enter the following code to play as the Ultimate Gargoyle: FDGP, GRMB, FGMH, GTKL.
- If you'd rather have all the limbs, try entering QFFF, KNRR, DDUR, XGTQ.

BRAIN FOOD

BASIN'S BLACK BASS

Hot B for Super NES

CATCH MORE FISH

- With the Super NES turned off hold X and Y on Controller One and A and B on Controller Two. Then while still holding all four buttons turn the power on.
- Once the debug mode has been initiated, start a game and try the following codes.

CONDITIONING

- For control over the general conditions of the game, hold A on controller two at the boating screen.
- Then, while you're still holding A, go to the fly casting screen.

- Now you may control the elements.

TIMING

- At boating screen press X on controller two and watch time fly by.

CATCHING

- At casting screen press Y on controller 2 to instantly catch a nice variety of fish.

BASSING

- At casting screen press B on controller 2 to catch some fabulous, and some not so fabulous bass.

PLAY THE PROS

WORLD SERIES BASEBALL '95

Sega for Genesis

PLAY THE DEVELOPMENT TEAM

- At the beginning of the game, when the title screen (the screen with the fireworks) starts to fade press A, B, C, and Start simultaneously.
- When you see the first Blue Sky Zone press start two times to reach the cheat screen.
- At the cheat screen change the "Innings" to three, the "Visitor's Score" to one and the "Home Score" to three then press A, B, C and Start simultaneously. Then press Start two more times.
- When you get to the cheat screen with the Blue Sky option change the answer to "Yes" then press Start and you will be able to play them in an exhibition game.

The Ultimate Gaming Rig!!

OVER \$20,000⁰⁰
IN PRIZES!



Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

We're talkin' GAMING HEAVEN!

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will sell the value of the grand prize they are playing for.

	H					MYSTERY
		E				
P	I	N	C	H		W
	R					WORD
S						

PINCH...W PRESS...K BLAST...A WRECK...D
BREAK...Z PUNCH...S SPRAY...C TURBO...V
STOMP...T STAND...R PRESS...E DREAM...O
CRUSH...F BOOM...H SLAM...L CHASE...M

MYSTERY WORD CLUE:
WORLD #1 BILERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

ENTER ME TODAY. HERE'S MY ENTRY FEE:

- ☐ (\$3.00) Computer Contest
☐ (\$3.00) Video Game Contest
☐ (\$3.00) Media Rig Contest
☐ (\$5.00) SPECIAL! Enter them all! (SAVE \$4.00)

Address

City

State

Zip

SEND CASH, M.O., OR CHECK TO:
PANDEMONIUM, P.O. BOX 26247
MINNEAPOLIS, MN 55426-0247

[illegible]

ANY MORE REALISTIC, YOU'D BE DOING TIME...

The **PER4MER**™ turbo wheel not only lets you control any race game with rack and pinion precision, you control the sensitivity of your machine with selection of manual or power steering. Helmet and fire suit sold separately. Available for Sega™, Super Nes®, and 3DO™ platforms.



GET YOUR TICKET
TO RIDE...

Mr. Retailer,
For more information on the
call us, Home Arcade Systems at
(800) 254-8466 or e-mail theper4mer@aol.com.

PER4MER

**HOME
ARCADE**

The PER4MER is a product of Home Arcade Systems, Inc.
P.O. Box 7124, Redwood City, CA 94063-7124
Sega™ is a trademark of Sega Enterprises, Ltd. All rights reserved. Super Nes™ is a registered trademark of Nintendo of America and 3DO™ is a trademark of 3DO, Inc..

BACK ISSUES



NOV / 95

Cover Story:
Virtua Fighter 2
Sega Rally
Virtua Cop

Strategies:
Mega Man VII
Shinobi Legions
Tekken
Weaponlord



AUG / 95

Cover Story:
Killer Instinct on
the Super NES

Strategies:
Daytona USA,
Bomberman
Champions,
Judge Dredd,
Virtua Fighter



MAY / 95

Cover Story:
Secret of Evermore
preview

Strategies:
Beyond Oasis
Crusader of Centy
Metal Warriors
Return Fire



OCT / 95

Cover Story:
Loaded for
PlayStation
and Saturn

Strategies:
Bug! 2
Chrono Trigger
Battle Arena
Tashinden



JULY / 95

Cover Story:
PlayStation - the
complete story on
the US
release

Strategies:
Virtua Fighter 2
Night Warriors
Mortal Kombat 3
Ogre Battle



APRIL / 95

Cover Story:
X-Men Arcade
preview

Strategies:
Killer Instinct
NBA Jam: TE
Supreme Warrior
X-Men 2: C. Wars



SEPT / 95

Cover Story:
MVC3 for
the home console

Strategies:
Killer Instinct
Ponzer Dragon
Ridge Racer



JUNE / 95

Cover Story:
Saturn: A Full Look
At Sega's US Plans
The Specs, the
Games, the Rumors

Strategies:
Brutal 32X
Fight For Life
NBA Jam: TE Codes
Tekken Move: List

THE BOOK OF CHEATS

Cheats For:

Donkey Kong
Country
Earthworm Jim
Madden '95
Mortal Kombat

Road Rash 3
ClayFighter
Demolition Man
Way of the Warrior
AND LOTS MORE!



FEB / 95

Cover Story:
Eternal Champions CD Review

Strategies:
Animerica
Mega Man X2
Socquest DSV
Snatcher
Super Punch-Out, part one



JAN / 95

Cover Story:
1995 Preview

Strategies:
Beavis and Butt-Head
Earthworm Jim, part two
The Adventures of Batman and Robin
The Lion King, part two

DEC / 94

Cover Story:
An in-depth look at 32X

Strategies:
Earthworm Jim,
The Lion King, part one
Mortal Kombat II, part one
Sonic & Knuckles, part two

Hey gang, don't miss out on any of the hot codes, sizzling strategies, and incredible insanity that's available in back issues of **GAME PLAYERS**. Send \$5.95 per issue (check or money order, U.S. funds only) to **GAME PLAYERS BACK ISSUES**, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA 94010. Don't be known as the only dweeb on your block. Send your order in NOW! Remember to specify which back issues you want. Don't delay — do it today!



NEXT GENERATION

The ultimate information resource on the new wave of games systems

**Subscribe
today
and save
over 50%**

Call us at
1-800-706-9500 or
NGSUBS@aol.com.
Have your credit card
information available.
Only \$29.00 for 12
issues delivered right to
your door each month.



Offer good in US only. Please allow 4-6 weeks for mailing of first issue.
Canada: \$35.00 (includes GST) Foreign: \$35.00. Prepaid in US funds.

5TGR3

FREE!! FREE!! FREE!! FREE!! FREE!! FREE!!

VIDEO GAME NETWORK

1232 COON RAPIDS BLVD.
COON RAPIDS, MN 55433

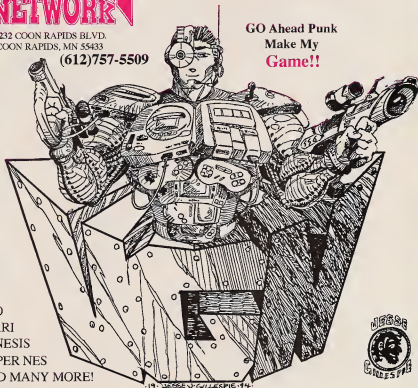
(612)757-5509

FREE!! PRICE CATALOG

WE BUY • SELL • TRADE

LOW PRICES!

GO Ahead Punk
Make My
Game!!



3DO
ATARI
GENESIS
SUPER NES
AND MANY MORE!



CALL OR WRITE FOR A FREE CATALOG.

(612)757-5509

VIDEO GAME NETWORK

1232 COON RAPIDS BLVD.
COON RAPIDS, MN 55433
OR CALL THE GAME GODZ!

Call Today
Quick Delivery!



Please call for current prices. We deduct for missing boxes and manuals. Buy back prices are store credit only unless you ask for check price. Out of stock orders may be held up to 60 days. No COD's. We accept personal checks. Although your order will be delayed at least 4 weeks. Money orders are usually shipped within 48 hours if in stock. All sales are final. 90 day warranty on carts, 30 days on CDs. We reserve the right to refuse any sale or purchase. Please call if you have any questions.

SEND VIDEO GAME NETWORK

TO: 1232 COON RAPIDS BLVD.
COON RAPIDS, MN 55433

☐ PLEASE SEND FREE CATALOG

NAME: _____

ADDRESS: _____

City/State _____ Zip _____

PHONE: () _____

C a n y o u c o n n e c t t h e d o t ?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

JAGUAR

6 4 - b i t . \$ 1 4 9 *

The best graphics in the known universe. Twice the bits for half the price. And over 40 brain-scorching games to choose from. If you still don't get why the Jaguar's a better deal, take two smart pills and call us in the morning.

938420  x10 



Defender 360™

Just what you've been waiting for. More enemies and more weapons to destroy them with. Plus 3D graphics, killer explosions and a kickin' soundtrack.



Rayman™

It's a dream come true. You're a superhero battling the evil forces of evil trying to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



Pitfall: The Mayan Adventure™

You're the son of Pitfall Harry, seeking the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for peaditions that'llle and ceeedible that bit.



White Men Can't Jump™

Rules? What rules? On the way to the Sign City Tournament, anything goes. Comes with a free Team Tag multi-player adapter for up to four-player action.



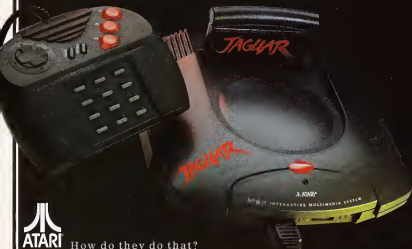
FlipOut™

Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phordman, strange little aliens tempt you as you try to solve these puzzles.



Ultra Vexx™

With at least six special moves each, they're some fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick the tr-butt.



ATARI, the Atari logo, Jaguar and the Jaguar logo are trademarks of Atari.

Copyright © 1995 Atari Corporation, Sunnyvale, CA 94089-1022

*Includes Jaguar and one controller. All other trademarks and copyrights are property of their respective owners. All rights reserved.



How do they do that?

to those who say they've got the stuff;
we say...

Put up or Shut up.



Acclaim's motion capture technology...true football realism!



80 yards of
viewable field!

all the top NFL[®]
quarterbacks!

NFL QUARTERBACK CLUB 96

all the
teams!



3-D
rendered
stadiums!*



control any NFL[®]
player on offense
or defense!

all the players
that
count!



over 800 plays,
including authentic
QB signature plays!

Either
you Have it, Or you
Don't.

>player, game and full season stats! >substitutions! >replays from any angle! >perfect your gridiron skills in the exclusive practice mode! >custom player feature-build your own dream team! >simulation mode-change history in 50 game-breaking situations! >hyper audibles-choose from 54 plays at the line of scrimmage! and more!<

Super NES[®] Genesis[™] Game Boy[™] Game Gear[™] Saturn[™] PlayStation[™] PC-CD ROM

Officially Licensed Product of



*Saturn, PlayStation and PC-CD ROM

*Exclusives to Super NES and Genesis

The NFL, Quarterback Club is a trademark of the National Football League. All Rights Reserved. "PlayStation" is a trademark of Sony Computer Entertainment, Inc. Nintendo, Super Nintendo Entertainment System, Game Boy and the Game Gear are registered trademarks of Nintendo. All America's Inc. 1995 trademarks of America's Inc. Super, Super, Super, Super and Game Gear are trademarks of Sega Enterprises, Inc. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are from the PlayStation version of the video game.

Acclaim
entertainment inc.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,
please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!

